PLAYER MANUAL

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==> Table of Contents

==> Act 1 - Introduction

>What is Tablestuck?

>How To Use This Manual

>Getting Started

>Lots of Tiny Dice

>Roleplaying

==> ACT 2 - Character Creation

>Character Attributes

>Species

>Background

>Lunar Sway and Dream Self

>Pesterchum and Trollian

>Class and Aspect

>Echeladder

>Resources

>Sylladex and Fetch Modi

>Starting Items

>Alchemy

==> Act 3 - Playing the Game

>Taking Your Turn

>Items

>Checks and Saves

Skills

>Damage

>Taking Actions

Basic Actions

>Tiered Status Effects

>Sleeping, KO's, and Death

>Movement And Vehicles

>Followers And Relationship

==> APPENDIX A: TALENTS

==> APPENDIX B: HEMOSPECTRUM
==> APPENDIX C: CLASSPECTS
    TIME
    SPACE
    HEART
    MIND
    LIFE
    DOOM
    VOID
    LIGHT
    BREATH
    BLOOD
    HOPE
    RAGE
==> APPENDIX D: STARTER ITEMS
==> APPENDIX E: ITEM TRAITS
==> APPENDIX F: WEAPON ACTIONS
==> APPENDIX G: GLOSSARY
==> SPECIAL THANKS

==> Act 1 - Introduction

>What is Tablestuck?

Tablestuck is a Tabletop Roleplaying game *(TTRPG)* based on the webcomic *Homestuck,* created by Andrew Hussie. Homestuck is a fantastically convoluted story that began with a simple premise. Readers would take the role of the *player* and submit *commands* for the characters in the story, then Hussie would illustrate and present the result of said actions akin to a *"Game Master"* in classic RPG fashion. Tablestuck is intended to expand on this concept of unique storytelling and adapt it into the RPG format that it is reminiscent of.

The humor of Homestuck is preserved inside the rules of Tablestuck. Crass language, absurd terms, and poking fun at a Dude-Bro like mentality. This kind of thought is kept alive both in the wording of this Player's Manual as well as the mechanics of the game.

Tablestuck is played with any number of participants (traditionally at least 3) taking the role of Players, and one participant to narrate the results of the players actions and direct the story. This position is known as the Douche Magician (DM).

It should be noted that the *"Table"* part of Tablestuck and the *"Tabletop"* part of TTRPG may be a little bit misleading. This game is not designed

to be playable at a physical Tabletop with the use of Print-and-play as other TTRPGs are. Instead, the most popular way to play this game is over the internet. You may be thinking, *'why is it called Tablestuck then and not RPGstuck?'* and the answer is because that name was already taken, shitlips! But for real, RPGstuck is also a pretty cool game that you should check out if you happen to enjoy *TTRPGs based on Homestuck,* you nerd.

**Yes, the name of the "Game Master" position in Tablestuck is Douche Magician. This will never be mentioned again and has absolutely no affiliation with any other Tabletop RPG acronym for "DM" because there are none. This is the only one.*

>How To Use This Manual

This Player's Manual contains all the necessary information for playing Tablestuck from the perspective of a Player. The information in this Manual is necessary for both the Players and DM to play the game. There is additional information required for running the game as a DM within the DM's Grimoire.

As you navigate the Player's Manual, keep in mind that specific formatting is meant to mean certain things. While you may not immediately understand what any of these terms are now, you can at least understand what type of term something is by using the formatting guide bellow:

Status Effect: [] and Italics

Hyperlink: > Blue and Underlined

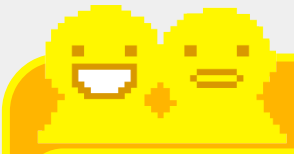
Action: > and All Caps

Action Keyword: All Caps
Trait: <> All Caps

This Manual is pretty lengthy, so feel free to skip around using the Table of Contents links at the start!

This game is designed to be playable without having read the source material, and is intended to be usable as a potential entry point into the world of *Homestuck*. It could even potentially improve the experience to go into the adventure blind from the perspective of a Player. To assist with this goal, this guide includes supplemental *Chum Facts* to provide additional context on Homestuck details that may be relevant to a specific mechanic of the game for those less familiar with the source material. Players who have read the source material can safely skip over these blurbs, but may find enjoyment in the Homestuck trivia!

It is recommended to read up to at least *Act 5 Act 2* of Homestuck before attempting to play as a DM.



CHUM FACT!

Did you know? All of the names of the main characters of Homestuck were chosen by readers! The character *Dave Strider* was almost named *Chad Buskin!* Thank fucking god he wasn't!

Additionally, to make the game more accessible to Players who might not be as familiar with TTRPGs and may struggle with understanding some of the more complex game mechanics, we realized it was important to provide these readers with a helpful guide throughout the Manual to help explain things!

We knew that this guide should be friendly, patient and concise in their explanations! Unfortunately, that was a bit out of the budget, so here's *Buckminster Funnyuncle* and his *Asshole Notes* instead. Sorry.

ASSHOLE NOTES!

Take your arm and shove it as *far up your own ass as possible*. This is a SPECIAL MOVE spoken only in hushed tones and lipless whispers as the JEFF DUNHAM.

>Getting Started

If you're new to the game, this section will help you understand what from this guide is important to know and how to get your sheet together. Some of this may be helpful to someone who has played for a while, but you may just want to skip this part.

To begin, you will want to learn the basics of the game before continuing. While reading as much as you can is best, there are a few important things to learn first. The following list contains

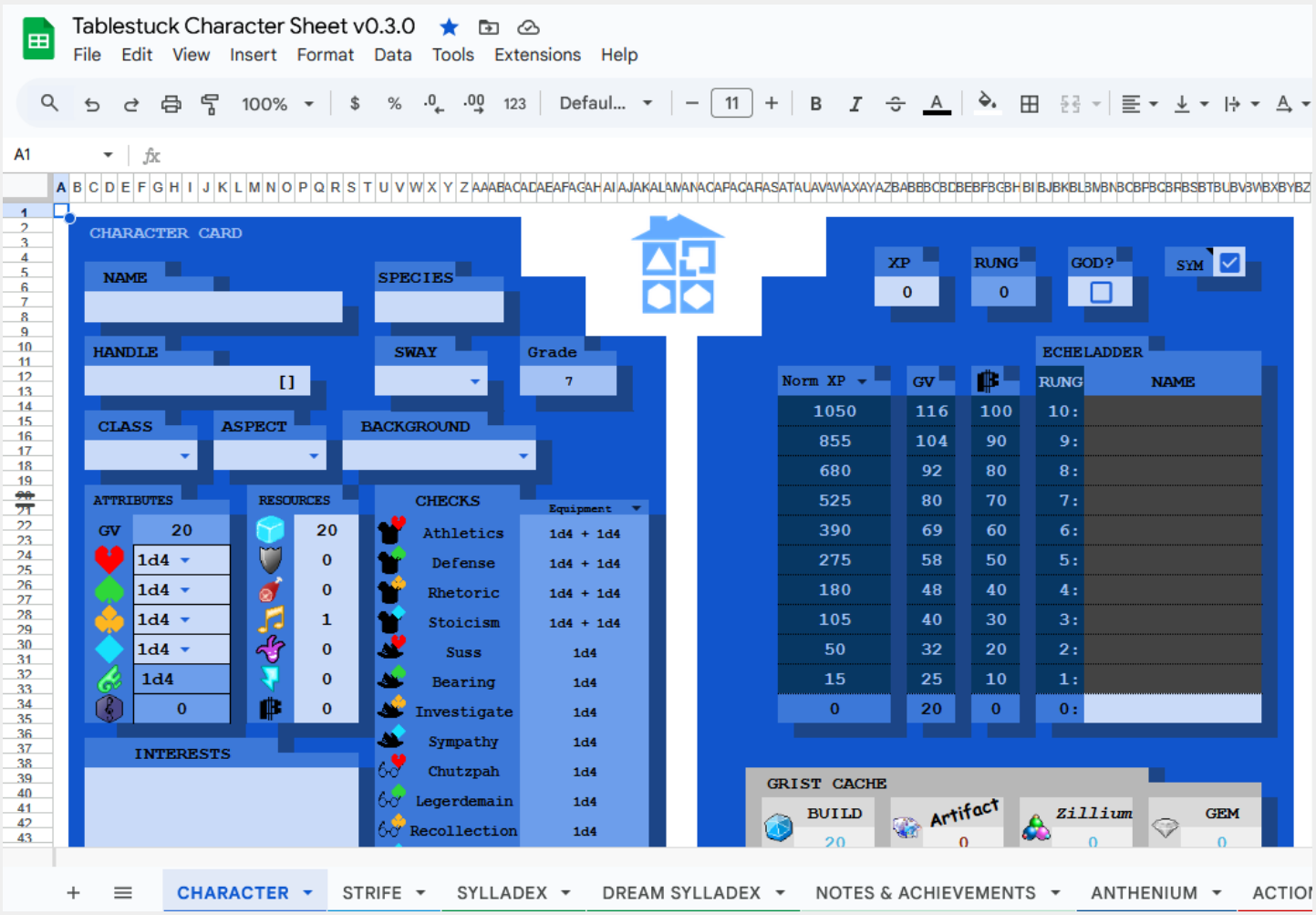
hyperlinks to take you to that section of the Player Manual:

>Lots of Tiny Dice
>Resources
>Sylladex and Fetch Modi
>Taking Your Turn
>Items
>Checks and Saves
>Taking Actions

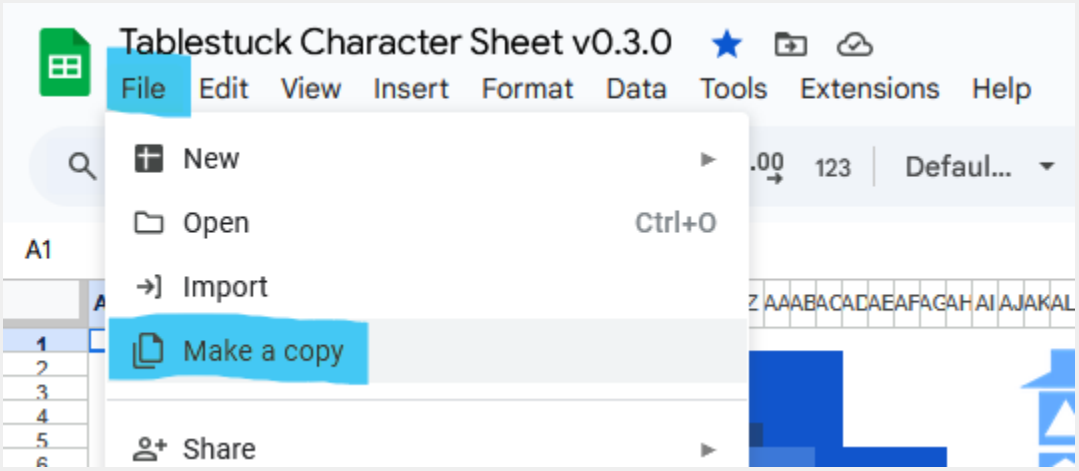
Just reading these sections will give you a good feel for how the game is played. If you plan on playing as a DM, read those sections thoroughly and at least skim the rest of the book before heading to *The Tablestuck* DM's Grimoire.

If you're a Player, the rest of this section will walk you through setting up a Character Sheet. For building your Character, the following hyperlink can take you to the section on Character Creation: ==> ACT 2 - Character Creation.

In Tablestuck all Character Sheets use Google Sheets; as there are several complex calculations the system uses that are best done by an automated system. Go to the "Character Sheet" Item inside the main Drive folder you found this guide in. When you do so, you should see a screen like this:

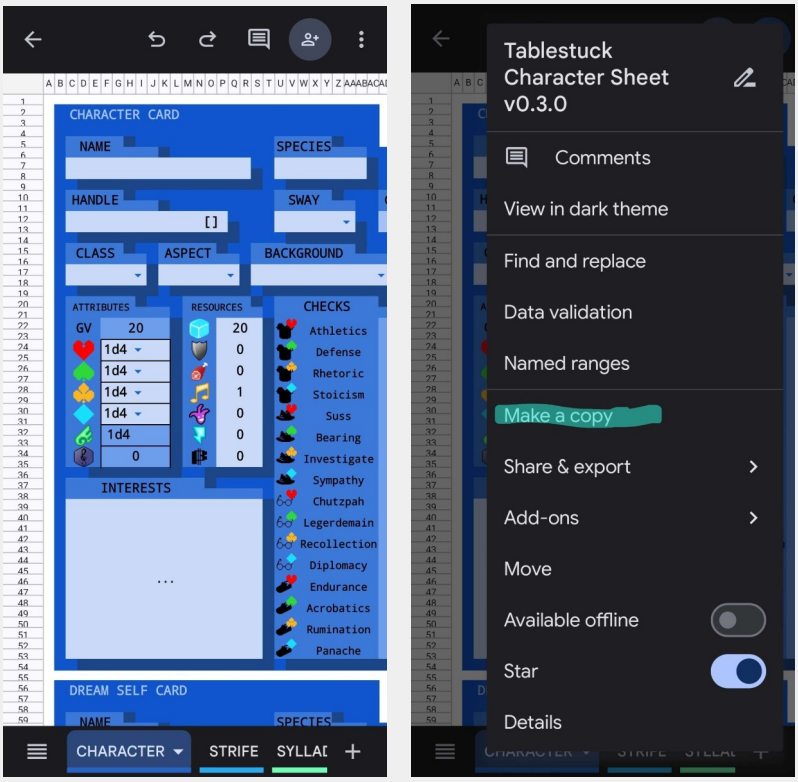


You will need to make a copy of the sheet; click the file button in the top left of the screen, then click "Make a Copy":



If you're on an Android mobile device, you will see the page as shown below in the image on the left.

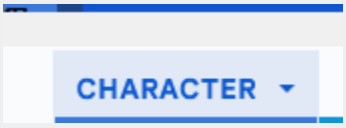
Tap the three dots in the upper right corner, and tap "Make a Copy" as seen on the right:



If you're on an Apple mobile device, you will see the page as shown below in the image on the left. Tap the three dots in the upper right corner, then press Share and Export, then "Make a Copy"

Choose a name for the Character Sheet, as well as a place for it to go inside your Google Drive.

The first tab in a Character Sheet is "Character". This is where all the decisions you make while creating your character go, along with your current resources, what you roll for Checks and Saves, and your rung.

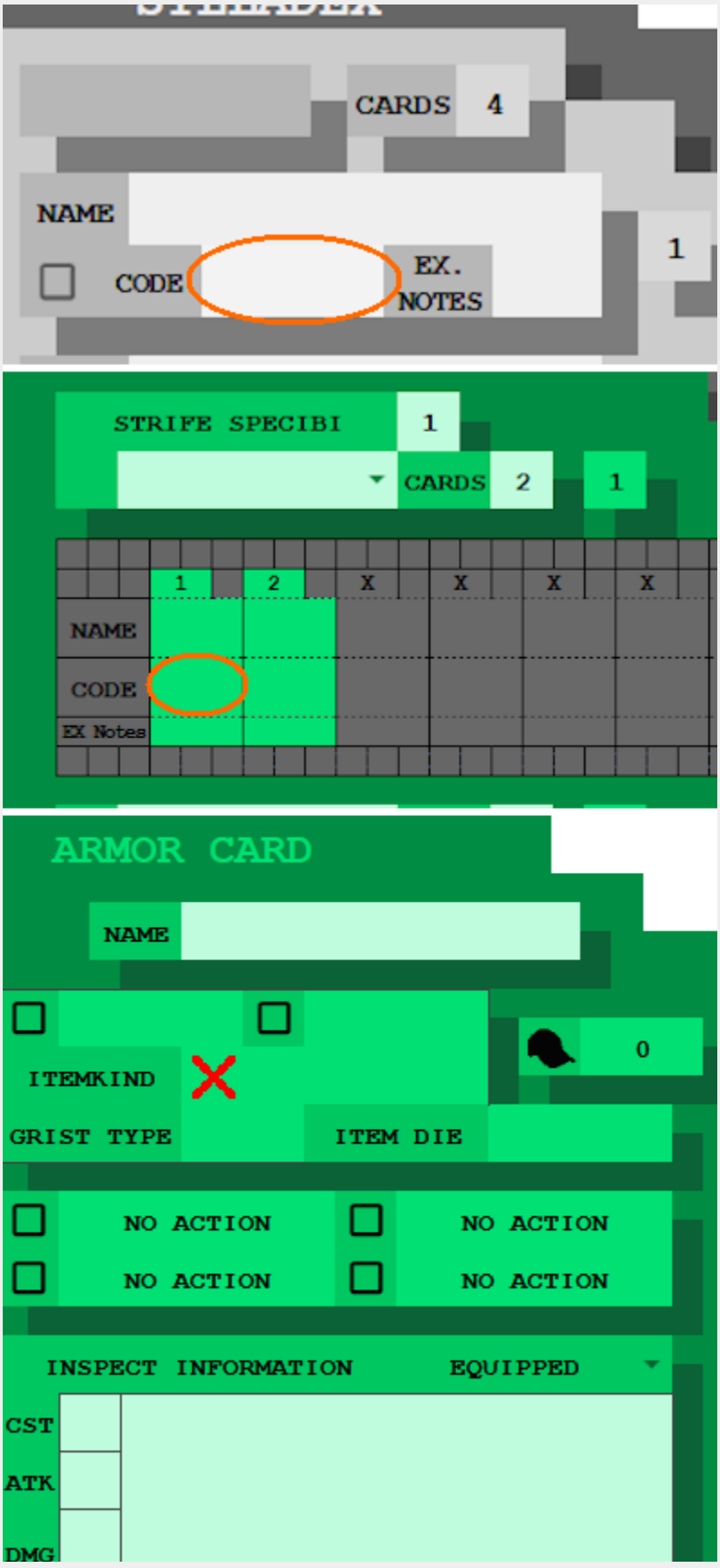


The "Strife" tab automatically pulls information from the other pages of the Character Sheet to serve as an easy reference for everything you need

during combat.

"Sylladex" and "Dream Sylladex" are where you track your Character's inventory.

To put gear into those slots, you will need a Captchalogue Code (for more info on how this works the following hyperlink can take you to the section explaining it >Items). For Items in your Sylladex, Weapons in your Strife Specibus, and Equipment your character is wearing you will put the Code in their respective places circled in orange: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NO ACTION
INSPECT INFORMATION
EQUIPPED
CST
ATK
DMG

This can be done by clicking into the box and either pasting the copied Code or writing it down yourself.

If you would like to see a certain Item in your Sylladex, click the check-box next to the Code. As long as no other check-boxes are clicked, the Item will then show in your Active Item slot. You can see your different Weapons and decide which one is active by clicking the drop down box on the Strife Card and selecting the name of that Weapon.

The "Notes and Achievements" tab is where you can write about your Character, things they have done and achieved as well as their goals for their future. If your character ever begins earning Handysash Badges you can write about that here as well.

The "Atheneum" tab is a space for you to keep a record of any Items and Captchalogue Codes that you have used in Alchemy, even if they're not in your inventory. There is also a "Code Checker" on this page to preview the properties of an Item.

Finally, the "Actions" and "Traits" tabs serve as a quick reference for all of the Weapon Actions and

Traits in Tablestuck.

>Lots of Tiny Dice

Tablestuck is a game built around the use of small math rocks called dice, which you may know from: Almost any board game, title cards of spy movies, and your late grandfather's gambling addiction. Unlike more common games that you may be more familiar with however, Tablestuck uses more than the standard six-sided Monopoly die.

Any time Tablestuck references a die to be rolled, it does so by calling it a "dX", where X is replaced with the number of sides the die has. For example, a six sided die is a "d6". The number of sides is referred to as the "die size". Any time the game refers to the average of a die, it is always half of the sides of said die + 1. Numbers are always rounded up in Tablestuck.

Size	d2	d4	d6	d8	d10	d12	d20
Average	2	3	4	5	6	7	11

Refer to the above table for all the die sizes used by Tablestuck and their averages.

Additionally, a die roll may sometimes be considered *Favorable* or *Unfavorable*. Favorable rolls are rolled twice and use the higher result.

Unfavorable rolls are rolled twice and use the lower result.

>Roleplaying

While the current state of the RPG video game genre has lost the meaning of the word a bit in recent years, the RP in RPG is for roleplaying. Part of the point is that you're not just making decisions that you as a person would, but rather making decisions based on your Character's personality, wants, and needs. While the rules and mechanics are important to give the game structure, remember that the real focus of the game is to *tell a story together.* It's always worth asking the question *"What would my character do?"*

While this is not necessarily a constant across all Tablestuck sessions, most of the time this game is meant to be a little bit silly. Before going into a game, unless otherwise stated by the DM, expect a generally lighthearted, comedic tone in the narration and mechanics, and for roleplaying to be the status quo while playing Tablestuck.

This, however, is not to say that exceptions are unwelcome. On the contrary, the lighthearted tone is intended to lift and highlight the emotional beats: where the tone shifts to be sad, dark, and sometimes scary. When these moments occur, use them as opportunities to explore a deeper side of your Character: their attachments, flaws, and fears.

ASSHOLE NOTES!

Disregard every word that was just said, roleplaying is for *pussy ass baby bitches* that use *Pinterest* and have *pronouns*. All that matters are the mechanics. Take the DUAL DREAMER background and dump all your

==> ACT 2 - Character Creation

Your Character serves as your avatar within the world created by your DM. This section will help you fill out your Character Sheet. The Character Sheet tracks important mechanical information about your character, and can be found in the same folder as this Manual.

Before you begin building your Character mechanically though, you should try to have an idea of who they are and what their personality is like. To help flesh out a Character, try to think of at least one character flaw (A negative personality trait that may influence your Character's decisions), at least one character bond (Something your Character holds attachment to) and one character ideal (Something your Character believes). Think about these things while roleplaying and how they would influence your Character's choices, dialogue, and actions. You can put this information in the Extra Notes section of your Character Sheet as a reminder.

Now that you hopefully have an idea of who your Character is, this chapter will walk you through the Character Sheet and the Character Creation process.

>Character Attributes

The physical and mental attributes of a Character are split up into four Stats represented by dice. These attributes and what they represent are outlined on the following table.

All Characters start with a base d4 in every Attribute.

Attribute	Description
Vim(♥VIM)	Physical Strength and Fortitude
Agility(♠AGI)	Speed and Reflexes
Wits(♣WIT)	Wisdom and Intelligence
Charm(♦CRM)	Charisma and Social Aptitude

Each Character has a die assigned to each of these four Attributes, larger die sizes representing more aptitude in a given Attribute. These dice are rolled when Characters perform actions relevant to said attribute.

A Character's Attribute Dice at the start of the game can also be determined by their species and background. Characters will have opportunities to increase the die size of their Attributes as the

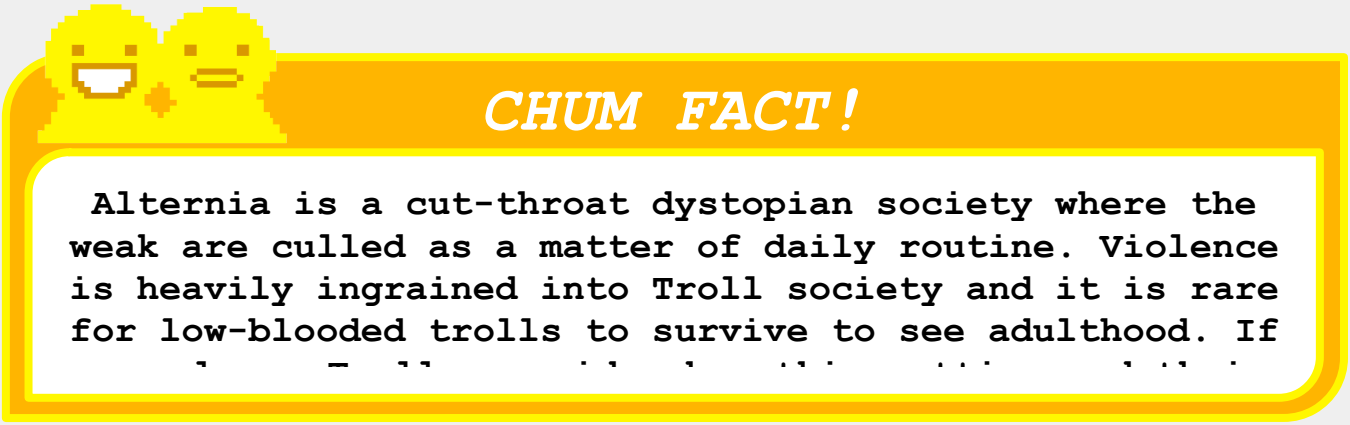
game progresses. An Attribute Die size cannot exceed a d12. Whenever you increase an Attribute Die you do so by moving it up one step on the dice size chart which you can find in >Lots of Tiny Dice.

>Species

There are two primary species options for a Player Character in Tablestuck, Humans and Trolls. What options Players have available vary from campaign to campaign as the option is very setting-dependent. The majority of Tablestuck settings either take place with a full cast of one or the other. Some settings may support both species, so it's important to discuss this with your DM beforehand.

Human - Humans are a strange primate species that typically originate from the Planet Earth. They tend to be pretty physically and mentally average with a lot of potential for growth and an average lifespan of 80 years. (I know, crazy right?) A list of Talent options can be found using the following hyperlink, ==> APPENDIX A: TALENTS.

Troll - Trolls are a horned humanoid insect species that typically originate from the Planet Alternia, where they live under a caste-based hierarchy revolving around the color of their blood called the Hemospectrum. Trolls fall under one of 12 Blood Castes, each with different biological traits. The lowest of lowbloods only have lifespans of a few decades, while the highest of highbloods can live for millenia. Rather than choosing Talents, most Trolls develop innate psionic abilities unique to their Blood Caste as they climb their Echeladder. A detailed list of all Troll Blood Castes options can be found using the following hyperlink ==> APPENDIX B: HEMOSPECTRUM. It is not recommended to play as a Troll if you are unfamiliar with the source material.


CHUM FACT!
Alternia is a cut-throat dystopian society where the weak are culled as a matter of daily routine. Violence is heavily ingrained into Troll society and it is rare for low-blooded trolls to survive to see adulthood. If

>Background

Players can choose a single background for their Character from the following options. These options are available for both Human and Troll Characters. There are 32 different options. If you're new to the game, it is suggested you only pick from the first 10.

#	Background	Effect
1	Body Builder	Increase ♥VIM die size; once per round you may reroll a ♥VIM die used in a Check after seeing the result
2	Athlete	Increase ♠AGI die size; once per round you may reroll a ♠AGI die used in a Check after seeing the result
3	Nerd	Increase ♣WIT die size; once per round you may reroll a ♣WIT die used in a Check after seeing the result
4	Joker	Increase ♦CRM die size; once per round you may reroll a ♦CRM die used in a Check after seeing the result

#	Background	Effect
5	Jock	Increase ♥VIM die size and ♠AGI die size
6	Himbo	Increase ♥VIM die size and ♦CRM die size
7	Schemer	Increase ♣WIT die size and ♦CRM die size
8	Mathlete	Increase ♣WIT die size and ♥VIM die size
9	Twink	Increase ♣WIT die size and ♠AGI die size
10	Can Do a flip	Increase ♦CRM die size and ♠AGI die size
11	Smart Caster	All Magic Weapons use your ♣WIT die, and your ♣WIT die has a +1 whenever it is rolled
12	Alchemist	All Magic Weapons use your ♥VIM die, and your ♥VIM die has a +1 whenever it is rolled
13	Heavy Weapons Expert	All Ranged Weapons use your ♥VIM die, and your ♥VIM die has a +1 whenever it is rolled
14	Charming Gunslinger	All Ranged Weapons use your ♦CRM die, and your ♦CRM die has a +1 whenever it is rolled
15	Sword Diplomat	All Melee Weapons use your ♦CRM die, and your ♦CRM die has a +1 whenever it is rolled
16	Fencer	All Melee Weapons use your ♣WIT die, and your ♣WIT die has a +1 whenever it is rolled
17	Computer Genius	>PROGRAM 6x💪: Roll a ♣WIT Save. If the result is higher than the 💪STM cost of an Action you have access to, you may create

#	Background	Effect
		a software application that performs that Action for half the STM rounded up. Even if this Action doesn't EXHAUST, the software version gains the EXHAUST keyword.PROGRESSIVE.
18	Battle Ready	If the Active Item in your Sylladex is a Weapon that you have a Strife Specibus for, you may use that Item as if it were an Active Weapon and were holding two Weapons.
19	Unrelenter	Any time you roll doubles on a Strike Check, you may >AGGRIEVE for free.
20	Organized	You can take the Manual Sort Action for 1 STM and you start the game with four additional Captchalogue Cards.
21	Toxic Friend	Whenever you inflict *[Calm]* or *[Aggravate]* on a Target, you also inflict *[Toxic]*.
22	Loud & Shouty	You gain the *[Loud]* Status Effect at the start of every turn. Status Effects clear when you roll max on the Recovery Save, even if it is less than the DC.
23	Brand Loyal	Treat the <JPEG> Trait as if it is the <GENERIC> Trait. Anytime you roll a 2 on a 1d2 during a Check, you may choose to lose 1d6 BOD to add 1d4 to your roll.
24	Vegetarian	You can't use Items with the <MEAT> Trait. If an Item has the <PLANT> Trait, roll its ITMDI favorably.

#	Background	Effect
25	Lucid Dreamer	You can control your Waking Self and Dream Self simultaneously.
26	Dual Dreamer	You have two Dream Selves, one on each moon. You may choose to control either when you sleep. Note: The current Character Sheet does not support Dual Dreamer, so you will need to track the stats of your second Dream Self by yourself.
27	Robot	All your Stat Dice are d2s and cannot change. Instead of wearing Equipped Items, they are integrated into your body. Anytime you would roll a Stat Die, instead roll the ITMDI of the associated Equipped Item as listed below. VIM - Armor, WIT - Glasses, CRM - Hat, AGI - Shoes
28	Negative: Sleep Like the Dead	Your Dream Self starts the game dead.
29	Negative: Unorganized	All Basic Sylladex Actions cost +1 STM.
30	Negative: Late	Whenever you gain TMP, gain 1 less of it.
31	Negative: Weak Body	You have 10 less GV.
32	Negative: Hated	Your Relationship with all NPCs starts one tier lower than it normally would.

>Lunar Sway and Dream Self

Player Characters in Tablestuck typically have multiple *Selves*. For most characters there are two, the Waking Self and the Dream Self, but under certain conditions a Character may acquire more or start with less. The Inventory and resources of individual Selves are tracked separately, but a Character's Attributes, experience, and Echeladder rung are static across all Selves. If your Waking Self dies, you can take control of your still living Dream Self.

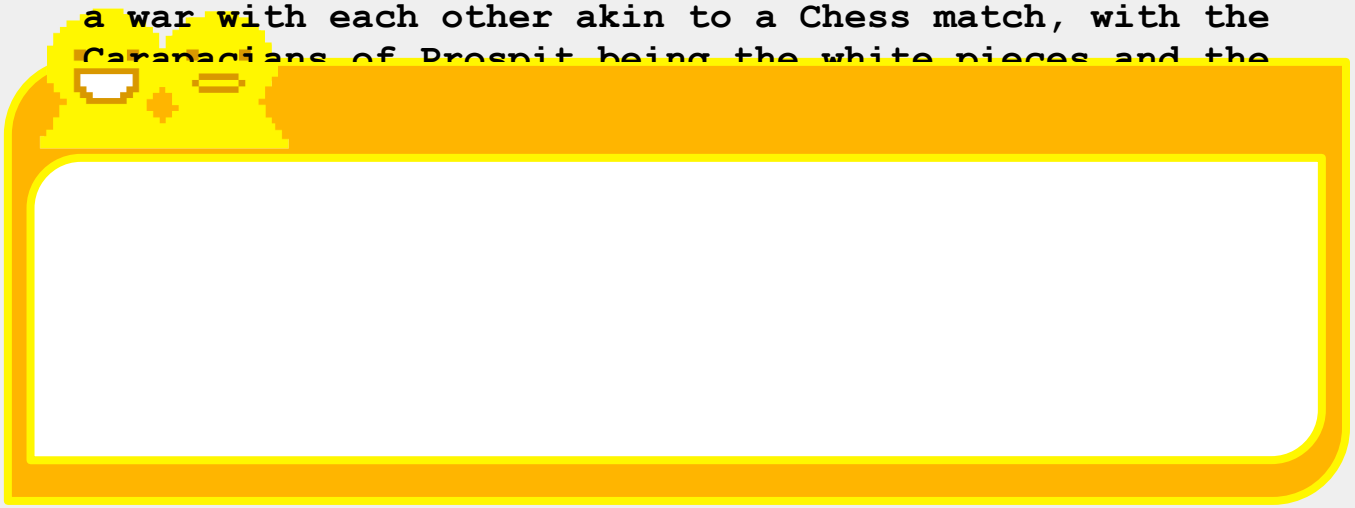
Whenever your Character falls *asleep*, they can choose to change which Self they have control over, allowing your Dream Self to continue the adventure while your Waking Self rests.

A Player Character's *Lunar Sway* determines which of the two *Kingdoms* your Character's Dream Self originates from. These are the Kingdoms of *Prospit* and *Derse*, and which one a character may align with is heavily rooted in their personality and outlook on life.

Prospit - Prospit Dreamers are typically creative and optimistic. They tend to make decisions based on gut instincts and the emotions they are feeling in the moment. They are quick to act and reliable in a crisis, but this can also make them capricious. The Self that they project into the world is often not under their control.

Derse - Derse Dreamers are typically analytical and pessimistic. They are problem solvers, facing conflicts head-on with shrewd, calculating minds. Letting go and living in the moment is hard for a Derse Dreamer. The Self that they project into the world is often a front, as they are secretly plagued by self-doubt and insecurities.

The inhabitants of Prospit and Derse are not human or Trolls, but rather they are Chess People literally called *Carapacians*, named after their hard carapace exoskeleton. The two Kingdoms are deeply entrenched in a war with each other akin to a Chess match, with the Carapacians of Prospit being the white pieces and the



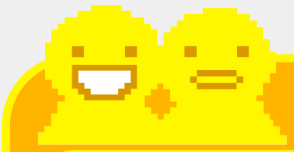
>Pesterchum and Trollian

In Tablestuck, Player Characters are rarely ever within the same location as each other. Instead, roleplay conversations between Player Characters are typically conducted in-universe over the chat client *Pesterchum* for Earth and *Trollian* for Alternia. When playing over Discord, we recommend having a dedicated text channel for in-character conversations between each combination of players. Additionally, all Players can contribute to larger group *Memo* conversations.

It is recommended to use your time waiting for your next turn to have these in-character conversations.

As an optional rule, the DM may choose that you can only do this while your Character has access to a computer. This increases immersion in the game, but locking Players from being able to have in character conversations between turns due to poor inventory management might make the game boring or frustrating. This is something to consider on a session by session basis and what the Players of a given campaign might be interested in.

Additionally, you should consider choosing a *Chumhandle* for your Character, which is a username that they use over Pesterchum or Trollian.



CHUM FACT!

In the comic, Chumhandles usually follow a name scheme where the handle is made up of two words camelcased. For example: ghostlyTrickster. Additionally, chumhandles in the comic follow an *additional* name scheme in which the first letter of each word in the

>Class and Aspect

A Player Character's personality is further represented through the system by their Class and Aspect (sometimes called Classpect). As you climb your Echeladder and progress through the game, you will acquire boons specific to your Classpect.

Your chosen Aspect binds your character to one of twelve cosmic properties: Breath, Blood, Life, Doom, Light, Void, Time, Space, Heart, Mind, Rage, and Hope. These Aspects each represent a different fundamental property of the game's reality.

Your chosen Class is the way your Player Character interacts with their bound Aspect. There are twelve classes available to play in Tablestuck: Maid, Sylph, Thief, Rogue, Witch, Heir, Mage, Seer, Page, Knight, Prince and Bard. These classes are typically defined by a keyword and the classification of Passive (-) or Active (+). Passive and Active are a very vague concept, but to put it as simply as possible; Passive classes are group oriented, while Active classes are individual oriented.

How a Player Character's Class and Aspect interact with each other defines a classpect rather than simply the class or Aspect itself. Each combination is unique, with a total of 144 possible combinations. For information on every combination of Class and Aspect and the boons they provide as you ascend the echeladder, please refer to Appendix C which can be found using the following hyperlink, ==> APPENDIX C: CLASSPECTS.

ASSHOLE NOTES!

Instead of being ***Good*** or ***Interesting*** like other RPG class systems, this game chooses to throw all subtlety, mechanical intrigue, and respect for the player's intelligence out the fucking barred windows of your low income public housing for the sake of being a somehow *more* insufferable *Hogwarts House* system, but this time you get to choose *two* buzzwords!

Here's a tip: since I know your illiterate ass isn't reading that appendix schlock at the end of the book, just look up a 'classpect' quiz on Google and let some 14 year old assign your self insert OC two words

>Echeladder

A Player Character's Echeladder marks their progression through the game. As a character collects XP, they will climb to higher Echeladder Rungs. A Character starts at rung 0, and can climb to a maximum of rung 10. Every time a Character climbs a rung, they gain a number of Boondollars and increase their AP and STAMINA (STM) Die as shown on the table below.

There are 3 different tracks for XP leveling, the first is *XP Fast*. This is for campaigns that should go relatively quick, maybe a month or two. Then *XP Normal* is the original leveling progression. Finally, *XP Slow* gets a Player Character to Rung 2 at normal speed before significantly slowing down.

This one is for campaigns that may last several years. Your DM may also decide to do a milestone leveling system instead. Ask your DM which one you will be using before the game begins.

Odd numbered Rungs provide Characters with both an Attribute Die size increase of their choice (to a maximum of d12) as well as a feature based on their species. Humans get to choose a Talent every odd rung (you can use this hyperlink to see talents, ==> APPENDIX A: TALENTS), and Trolls get a feature based on their Blood Caste (you can use this hyperlink to see info on the Blood Castes ==> APPENDIX B: HEMOSPECTRUM).

Even numbered Rungs provide Characters with features based on their Classpect (you can use this hyperlink to see info on the different classpects ==> APPENDIX C: CLASSPECTS).

ECHELADDER								
Rung	XP Fast, Normal, Slow			GV		AP	STM	Boons
0	0	0	0	20	+0	/	1d4	Background
1	11	15	20	25	+10	/	1d4	Stat Die Increase + Racial
2	38	50	64	32	+20	/	1d6	Classpect Feature
3	81	105	132	40	+30	/	1d6	Stat Die Increase + Racial

4	140	180	224	48	+40	1d4	1d6	Classpect Feature
5	215	275	340	58	+50	1d4	1d6	Stat Die Increase + Racial
6	306	390	480	69	+60	1d6	1d8	Classpect Feature
7	413	525	644	80	+70	1d6	1d8	Stat Die Increase + Racial
8	536	680	832	92	+80	1d8	1d8	Classpect Feature
9	675	855	1044	104	+90	1d8	1d8	Stat Die Increase + Racial
10	830	1050	1280	116	+100	1d10	1d10	Classpect Feature

There is an additional form of progression known as Achievements. Only the DM will know the achievements of their game. Gaining achievements doesn't provide abilities until the Player becomes God Tier, a late game power boost. This is done through the Kiddie Camper Handysash, but its functions and mechanics are only available for the DM to see in their GRIMOIRE. A Player Character who becomes God Tier will lose access to their background, but continue to level up through the Echeladder while occasionally gaining additional powers via Achievements.

>Resources

The majority of the rest of your sheet are sections to track various resources as you progress through the game.

VITALITY(VIT) - A Character's VIT is a resource to represent their state of health. It is reduced by damage, increased by healing, and if it falls to 0, your Character falls unconscious. VIT is tracked individually between different Selves.

GEL VISCOSITY(GV) - A Character's GV is the maximum amount of VIT a Character can have at any given time. If a Character would be healed an amount of VIT greater than their GV, VIT instead becomes equal to GV. A Character's GV is indicated by their rung on the Echeladder.

GRIT(GRIT) - A Character's GRIT is a resource tracked separately from Vitality and is not limited by GV. If a Character has GRIT when they take damage, their GRIT is reduced until it reaches 0 and any remaining damage is then reduced from VIT as normal. GRIT resets to 0 at the start of your turn. GRIT is tracked individually between different Selves.

EXPERIENCE(XP) - XP is collected by defeating enemies in Tablestuck, and it can be rewarded by the DM as they see fit. XP is used to track progression on the Echeladder.

Boondollars(BOD) - Boondollars are the primary currency used in Tablestuck. Characters acquire Boondollars when they climb their Echeladder, but more can be acquired in many different ways. Every character starts with BOD 0.

Grist - Grist is a resource used for *Alchemy* in Tablestuck. There are seven types of grist, each with varying levels of rarity. These types are Artifact, Build, Drop, Block, Hex, Blop, Gem, and Zillium in order of value. Every Character starts with 20 Build. Grist is almost always acquired by killing monsters known as Underlings.

PRANKSTER'S GAMBIT(PG) - PG is a resource pool that can hold a maximum of 6 PG for Players and starts at 0. Everytime you roll the maximum natural result on any die, you get +1 PG. Everytime your die rolls a natural 1, the DM gets +1 PG. The DM's pool can hold an amount of PG equaling the number of Player multiplied by two. While DMs keep track of a single pool of PG, they use it via Characters they control as if it were that Character's PG. Both the DM and Players can use PG on GAMBITS, which are special Actions that can be used at any time as long as you can afford the cost. Gambits are listed in Basic Actions under >Taking Actions.

STAMINA(STM) - At the start of your turn, you roll your STM die as indicated on the Echeladder and add STM equal to the result. STM is used as a resource for taking *Actions* in Tablestuck. STM is not unique across Selves; if a Player changes which Self they are controlling within the same turn, they share the same total pool of STM. Any unused STM is lost at the end of a Character's turn.

CHARGE(CRG) - Some Effects provide Characters with CRG, which is consumed and added to their STM roll at the start of their next turn. Sources of CRG do not stack, if a Character were to receive CRG when they already have CRG, they keep whichever amount is higher.

GUMPTION(GUT) - Some Effects provide a Damage bonus. If a Character has any GUT, they add it to their next Damage roll on a hit. This bonus damage ignores any damage reduction unless otherwise stated. After the attack, reset GUT back to 0. A player can hold a maximum of 16 GUT.

TEMPO(TMP) - Some Effects provide Characters with TMP, which is a resource that starts at 1 and is retained between turns. Whenever a Character rolls a die for a *Check*, if the natural result is less than their current TMP, they may swap the two numbers. The die roll's result is changed to the stored value of TMP, and TMP becomes the old roll result that was replaced. This takes Effect *after* PG is increased or decreased by the die roll's original result.

ASPECT POINTS(AP) - Not every Action available in the game costs STM; Actions, Fraymotifs, and Effects relating to a Character's Aspect make use of AP. AP functions similarly to STM where it is rolled at the start of a turn and any unused AP is

lost at the end of the turn. AP however is more rare and difficult to acquire reliably.

ASSHOLE NOTES!

Here I am, regurgitating the chewed up broken down information vomit directly into your desperately gaping mouth like a mother bird feeding her young, only the 'Mother Bird' is I, an adult man in his late 40's and the 'Young' is you, a fully grown dribbling moron. Sounds gross, doesn't it? Now you have a basic understanding of the disgust I feel for you constantly.

It's not that hard, there's about three things you actually need to understand here, the rest are mostly just optional mechanics for people that are smarter than you. VITALITY (The blue cube one) is your HP in literally any other game that doesn't intentionally use the worst possible naming

>Sylladex and Fetch Modi

In Tablestuck, your inventory is referred to as the Sylladex. The Sylladex is best imagined as a deck of Cards, because it quite literally is, with each Card in the deck able to hold a single Item. These Cards are Captchalogue Cards, and are physical Items within the world that you can interact with.

A Captchalogue Card can hold all sorts of things. The main limit on what can be inside a Captchalogue Card is the bulk or size of the Item. While this will always be decided by your DM, a good rule of thumb for what can and can't be Captchalogued is

whether or not an average person could pick it up without exerting themselves. For example a laptop or folding chair are easily picked up and moved but one would have to exert themselves quite a bit to pick up a dinner table or a bathtub. Additionally, objects that are securely attached to other objects are also not able to be Captchalogued unless taking the whole object they are attached to. For example grabbing nails hammered into a wood board without taking the whole board or a coin glued to the ground without picking up the floor.

While you can hold as many Items in your Sylladex as you have Captchalogue Cards, you typically only have access to one Item at a time. This Item is referred to as your Active Item. Think of it like the top Card of your deck. You can use Interactions of that Item and treat it as if it is accessible to you for any reason. If this Item is removed from your Sylladex, the next Item in your Sylladex becomes your Active Item unless otherwise stated. If there is no valid Item following it, the top Item instead becomes the Active Item.

How you interact with and change your Active Item is determined by what is known as your Fetch Modus. This is a device that connects to your Sylladex and determines how it is organized, how easily you can add new Cards to the deck, and how you sort through the existing Cards.

ASSHOLE NOTES!

"What's a Sylladex?" you audibly ask, not understanding that even though you're reading my words I'm not actually in the room with you. Well when the green elf boy picks up 400 bombs, where do you think he puts them? In his pockets? Fuck no, the kid isn't even wearing pants. He puts that shit in a metaphysical space that he can just shove more and more random shit into forever, much as I do with your mother. That's what a sylladex is, and the little inventory slots that hold the items when you press start are 'CAPTCHALOGUE CARDS'.

Unlike the legend of elf douche, you can't just grab whatever you want from any captchalogue card like it's Christmas morning and your parents are too busy regretting having a child to tell you what to open

Each Fetch Modi has 4 parts; Captcha, Sort, Capacity, and Ability.

Captcha is how easy it is to put something into the Sylladex, represented by the 💪STM used by the >CAPTCHALOGUE Action.

Sort is how easy it is to change which Card in your deck is the 🗋Active Item in the Sylladex, represented by the 💪STM used in the >SORT Action.

Capacity is how many Captchalogue Cards that the Fetch Modus can handle.

Ability is something special or specific that each Fetch Modi can do that no other can. A Fetch Modi can have up to two Abilities at once. If an Ability seems to change or interfere with its other stats, assume that the Abilities take precedence over them, and the first Ability takes precedence over the second.

If some part of a Fetch Modi requires you to roll a die but doesn't specify when, roll it at the start of your turn. If this causes your capacity to become lower than the amount of currently Captchalogued Cards, excess Cards are ejected. The ejected Cards are random. Similar to Weapons, Equipment, and Items, this info is pulled from a Captchalogue Code. The Code must be modikind to work.

ASSHOLE NOTES!

"Go Ahead, pick an unwieldy, silly ass Fetch Modi. Hamstring yourself right out the gate, I'm sure that'll be fun; stumbling around your house too tired to pick anything up."
The Asshole said, sarcastically.

There are many different types of Fetch Modi, but to start here are a few ones seen in the comic. There are more available modi in the DM's GRIMOIRE. Some Fetch Modi can be very powerful and thus it is up to the DM what would be available to the Player at the start of the game.

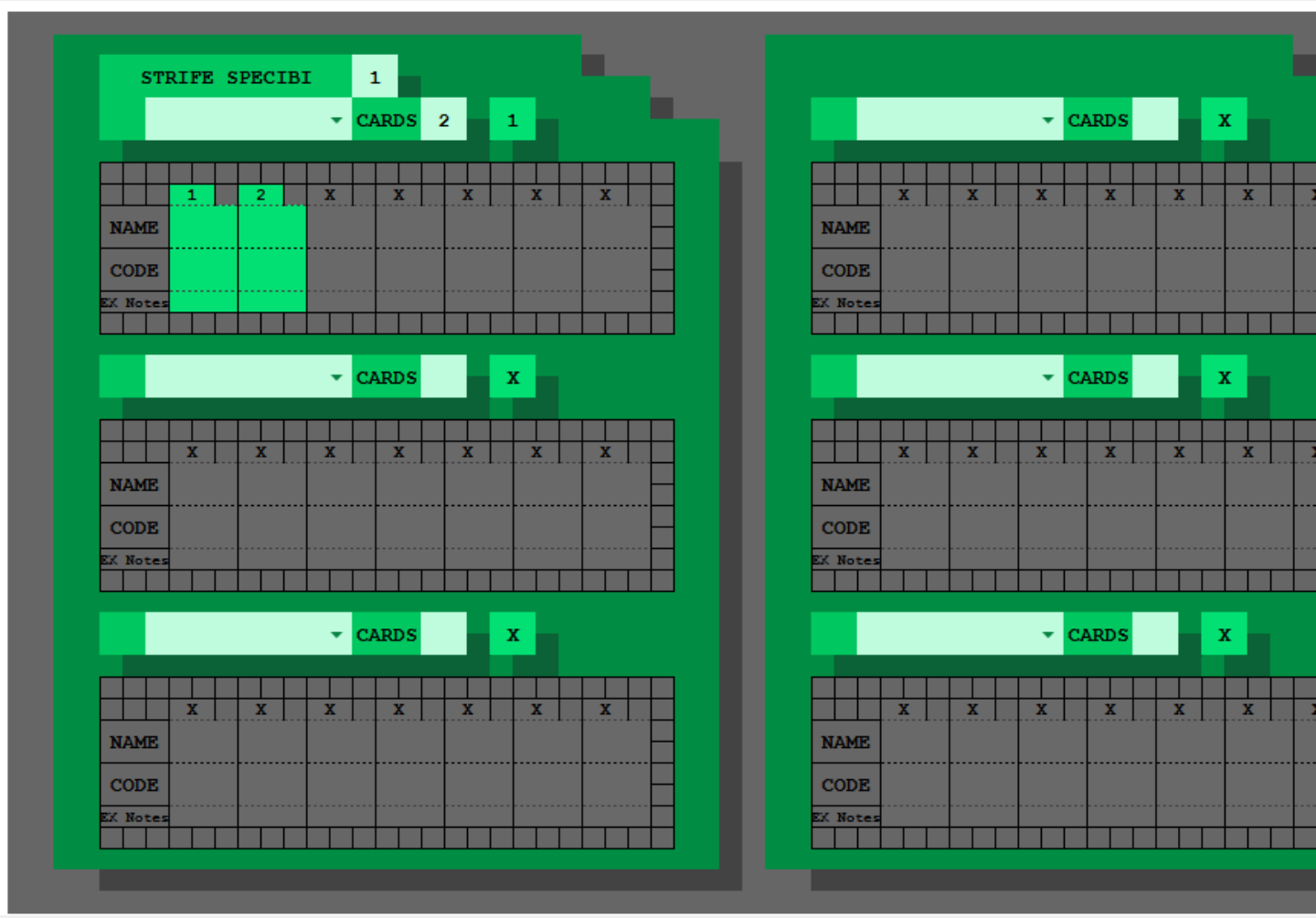
di	Captcha	Sort	Capacity	Ability
	1 STM	1 STM	8 Cards	/
	1 STM	2 STM	12 Cards	When you >CAPTCHALOGUE an Item, that Item becomes your Active Item.
	1 STM	2 STM	12 Cards	When your Active Item is removed from your Sylladex you may choose a new Item in your Sylladex to become your Active Item.
p	1 STM	1 STM	16 Cards	When you >CAPTCHALOGUE, make an Investigate Check with a DC equal to the amount of filled Cards in your Sylladex, this roll is Favorable if you have a Computer Item Equipped. If you fail, your Active Item is Ejected.
	2 STM	2 STM	32 Cards	When you >SORT, you may Launch a different Item from the Sylledex that is not your Active Item.
ry	3 STM	1 STM	12 Cards	>DRAW STM STM STM: You draw a picture, filling a Captchalogue Card with a Ghost Image Captchalogue Code for a simple Item that has Common Traits, Common Actions, and Drop Grist. You can use the Code in alchemy but treat the Card as empty until you >CAPTCHALOGUE.
y	2 STM	2 STM	16 Cards	You may pay Boondollars instead of STM to >CAPTCHALOGUE and >SORT.
	1 STM	2 STM	8 Cards	Items that are Launched are considered to have an 1d8 ITMDI. If broken when Stressed, the Card

di	Captcha	Sort	Capacity	Ability
				is lost instead and the Item is fine.
	1 STM	2 STM	32 Cards	This Fetch Modi can fit any Item of any size, but the Items take up an amount of Cards equal to that size at the DM's discretion.

To store an Item in your Sylladex, you must Target it with the >CAPTCHALOGUE Basic Action. If you attempt to >CAPTCHALOGUE an Item while you have no available Captchalogue Cards, an Item of your choosing in the deck is Ejected. When an Item is Ejected from the Sylladex this way, you *must* choose a Character in the location to Launch it at. This includes you if there are no other Targets.

In addition to the Sylladex, Weapons can be stored in the Strife Portfolio. Instead of Captchalogue Cards, the Strife Portfolio uses the Strife Specibus and Strife Cards. To Equip a Weapon to the Strife Specibus, it must first be Allocated to a weaponkind that matches the Item. A Strife Specibus can be allocated to any weaponkind for free, but this allocation is permanent. You can Target any Weapon in your Strife Portfolio with the >SWITCH

Action to make it your Active Weapon.



Finally, there is also Equipment. Equipment is armorkind, hatkind, shoekind, and accsorykind Items. A DM Character can have one of each of these Equipped at a time, and change them using the >EQUIP Basic Action. While Equipped this way, the passive *Equipped* Trait Effects of those Items are applied to your character. These Items also provide bonuses to specific Skills and Checks.

>Starting Items

Unless specified by a background or explicitly stated by the DM, a Character starts with the following Items Equipped.

WAKING SELF - 1x Clothes (5a2og!6o), 1x Shoes (8W2og!6o), 1x Fetch Modus, 4x Captchalogue Cards, 1x Strife Specibus, 2x Strife Cards

DREAM SELF (PROSPIT) - 1x Prospit Garb (5bGlg!6o), 1x Prospit Shoes (8YGlg!6o), 1x Fetch Modus, 4x Captchalogue Cards, 1x Strife Specibus, 1x Strife Cards

DREAM SELF (DERSE) - 1x Derse Garb (5hGkg!6o), 1x Derse Shoes (8mGkg!6o), 1x Fetch Modus, 2x Captchalogue Cards, 1x Strife Specibus, 2x Strife Cards

In addition, a DM Character may either start with the addition of the Generic Hat (6W2og!6o) and Generic Accessory (712og!6o), or 1 Item from the Starter Items list which you can find using this hyperlink ==> APPENDIX D: STARTER ITEMS. You may also wish to request a specific Item from your DM instead. Both the Waking Self and Dream Self will start with the chosen Item or the generic Items. You also need to pick out a Fetch Modi either by talking to your DM or grabbing one of the 9 found in the Fetch Modi which you can find using this hyperlink >Sylladex and Fetch Modi.

ASSHOLE NOTES!

I miss my wife

>Alchemy

Your main method for making new Items in Tablestuck is Alchemy. This is a complicated subject from the comic that has been simplified in mechanics for the sake of new Players as well as people who don't want a heavy focus on it. If you're interested in a more accurate version of Alchemy, there are optional rules in the DM's GRIMOIRE that you can talk with your DM about using.

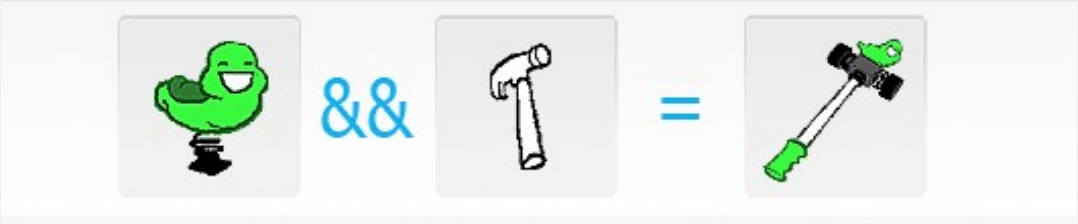
To begin Alchemizing, you will need an Alchemy Station; there are some hidden within Areas of the world, but the main one you will be using will be deployed in your home by one of your fellow Players. While in the same Area as an Alchemy Station you may use the Alchemy Actions available to you. Using them will allow you to make new Items, print Items you have lost, and register Items you have to be remade later.

You will also need Captchalogue Codes; these are 8-digit unique identifiers assigned to every Item. While you may have seen many different Codes while doing Alchemy, you are only considered to have

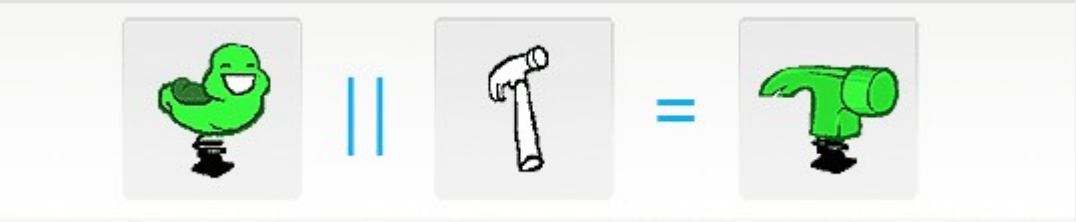
access to Captchalogue Codes in your ATHENEUM and your Sylladex.

To Alchemize a new Item, you will need three things: 2 Captchalogue Codes and 1 empty Captchalogue Card. From here, you can either combine the Items together using && (AND) or || (OR). This distinction matters more in the comic and the more accurate version of Alchemy. As stated before, Alchemy has been simplified in the base rules. If you're new to Tablestuck, it is encouraged that you experiment with the two methods to see what kind of different Items you get using them. The two methods use two different algorithms to combine the two Codes together to get an Item that has bits of each inside it.

For example: in the comic, the character John Egbert uses a hammer and a green pogo stick in the && method to combine them together to make a Pogo Hammer as pictured below.



Later, when John used || to combine the same Items again, he got something different.



While the ⚇DM's Session Sheet will handle the actual output of the Code when you Alchemize, it will be up to the ⚇DM to describe what that Item looks like and what it is. Keeping this in mind, you may wish to communicate with your ⚇DM what kind of outcome you're looking for when you Alchemize.

In your Character Sheet, you will also have your ATHENEUM; this will register any Item you make using Alchemy, so that you can make it again later without it requiring too many steps. Make sure to put any Code created via Alchemy in there so you

don't forget anything.

ASSHOLE NOTES!

If you want to narrate every step of the comic accurate Alchemy Process every time, take it up with the unfortunate DM that's just a little bit too socially anxious to ask you to leave their campaign. There's alternate Alchemy rules for that in the DM Guide or Grimoire or whatever the fuck they're calling it now.

For the rest of you that are less mentally deranged and more mentally lacking, you'll find this simplified Alchemy system a little bit easier to wrap your very strangely shaped head around. Choose two items you want to mix together, choose one of the two arbitrary "modes" with the funny symbols, and then pay the Stamina cost. It'll probably be more greens than you have in a turn, but good news! Since it's "Progressive", your broke ass can pay it

==> Act 3 - Playing the Game

As opposed to older versions of Tablestuck, this version uses the "Session" play style, with all available Players gathering together at a set time to play the game and taking relatively short turns as outlined below. A "Freeform" play style more akin to the way Tablestuck has traditionally been played will likely be included in future versions, but for this version this is the only play style supported. If you would like to play the game using Play By Post rules there are optional rules for that in the DM's Grimoire.

Once you have a Character created, you're ready to sit down and start playing the game. In the current

version of Tablestuck, the game is played in sessions using rounds to break up the turns. You will first need to determine the order in which each player takes their turn. The DM can choose how turn order is decided; either allowing the Players to choose themselves, just going in a clockwise order, or having each Players roll their AGI die.

>Taking Your Turn

A Character begins their turn by rolling their STM die and generating STM equal to the result, adding any CRG they may have accumulated since the start of their last turn to the total. If a Player Character has reached at least Rung 4 of their Echeladder, they also roll their ASPECT die and add AP equal to the result.

At the start of the Character's turn, all *Exhausted* Actions become *Unexhausted*.

A Character may then use that STM to take Actions available to them. These may be the universal Basic Actions seen in >Basic Actions that all Characters have access to, or these may be special Actions available to them because of an Item, Ability, or a custom Action available to them because of their situation. Keep in mind that the DM may decide that a custom Action is not appropriate.

The Character's turn ends after they have run out of

STM, AP, or simply declare it is the end of their turn. When the Character's turn is over it will move on to the next Character. That Character then can no longer perform any Actions until their next turn, unless they have an Ability allowing them to do so.

>Items

Tablestuck has a heavy focus on the use of Items. Every Item has a set list of properties as listed below. This information is stored in an Item's 8 digit *Captchalogue Code.*

ITEMKIND - Itemkind describes the form and general uses of an Item. It is the central form of Item classification. There are five categories of Itemkind: *Melee Weapons, Ranged Weapons, Magic Weapons, Equipment,* and *Other.*

GRIST TYPE - The Grist Type of an Item determines the base *Item Die Size* of an Item as listed on the table below. This ITMDI is used for almost any roll made that involves the Item and functions similarly to Attribute Dice. A non-Zillium ITMDI cannot be modified to be larger than a d12 or smaller than a d2.

Grist	Artifact	Drop	Block	Hex	Blop	Gem	Zillium
Die	d2	d4	d6	d8	d10	d12	d20

Any time a Trait or Action Effect references ITMDI, it is a placeholder for the *Item Die* of the Item that may be of any variable size. You can think of the difference between Grist Die and *Item Die* as if Grist die is an empty Room while ITMDI is that same Room now filled with furniture where Traits act as the furniture in this metaphor. Or an even simpler way to put it;
Grist Die + Traits = ITMDI.

TRAITS - An Item can have up to two Traits, and each Trait provides an Item with unique Effects. If you would like to see all Traits and their Effects use the following hyperlink, ==> APPENDIX E: ITEM TRAITS.

Below is a chart of how these Traits are played according to their unique Effect.

SSIVE EFFECT	INTERACTION	STRIKE EFFECT	EQUIPPED EFFI
rait's Passive ect is a rule at is always plied to the Item and nteractions egarding the Item.	A Trait's Interaction is a special Action that can be taken using an Item regardless of kind as long as you can Target the Item.	A Trait's Strike Effect goes into Effect any time a Strike Check is made using the Item.	A Trait's Equi Effect is a r that is alway Effect for a Character wh they are wear the Item as Ar Shoes, Glasses Hat.

If an Item's two Traits do opposing things, such as <HEAVYWEIGHT> and <LIGHTWEIGHT>'s Passive, then those Effects counteract each other. If an Item's two Traits both affect the same thing, then apply the Traits in order as they appear on the Item.

Example 1. An Item's first Trait is <LIGHTWEIGHT>, and its second Trait is <HEAVYWEIGHT>. In this case, the Passive Effect of <LIGHTWEIGHT> counteracts the Passive Effect of <HEAVYWEIGHT>, but since neither Traits Strike Effect counteract each other, the Item gets both a +1 to hit and +1 to damage.

Example 2. An Item's first Trait is <HEAVYWEIGHT> and its second Trait is <CANINE>. Both of these have a Passive that increases the ITMDI, then <CANINE> can't affect that die any further if <HEAVYWEIGHT> increases the die size to or above a d8.

It should be noted that the benefits of multiple instances of the *same* Trait Effect do not stack.

WEAPON ACTIONS - An Item can have up to four special Strife Actions, these can be used any time the Item is your Active Weapon. There are four categories of Weapon Actions: Attacks, Debuffs, Buffs and Defensive. Attacks typically require a *Strike Check*, while Debuffs and a few unique attacks require your Target to make a *Save*.

In addition to these four Actions, every Item has the Action ">AGGRIEVE - , Strike: *Deal* ITMDI *Damage to Target* Character"

Any time an Item Effect with the keyword "*STRESS*" is used, roll ITMDI. On a 1, the Item is broken. (A broken Item is treated as though it has no

Traits or Actions and a d2 *Item Die*) If an Item Effect has the keyword "*CONSUME*" the Item is removed from the game after the Effect resolves.

For a full list of all Itemkinds, Traits, and Strife Actions, refer to ***==> Appendix E: Item Traits***.

ASSHOLE NOTES!

God damn it, it's the first *actual* mechanic of the game and you're already struggling? Alright, I'll try my best to dumb it down for you so you can understand, but it might be a little rough. I've been taking classes but I'm still not *quite* fluent in *flagrant fucking moron.*

So we have an item, let's say a stick. This stick has a few different parts, the shape (itemkind), the material (Grist Type), the fact that it's a plant (Traits), and your God given right to shove it 2 feet up your own ass (Actions).

Now, our stick is modular, which means that we can change these properties up a little bit and it will change the exact effect that this hypothetical stick has on your very real ass. Let's bump up the material (Grist Type) a few notches, all of a sudden

>Checks and Saves

Most rolls made in Tablestuck are referred to as either a *Check* or a *Save*. Checks are typically made using one or two dice, a Stat Die and an Item Die, while Saves are usually just a single Stat Die.

This is important to note as many Effects in Tablestuck may reference and modify Checks and Saves. For example, Prankster's Gambit can be added to all Checks but not Saves.

DOUBLES - If you roll doubles on any Check, meaning that two or more dice roll the same result, roll those dice again and add them to the initial result. Doubles rolled on a doubles roll do not trigger additional doubles. If the original roll was affected by Favorable or Unfavorable the doubles roll will also be affected by it.

***Strike Checks* and *Defense Checks* are the most commonly used Checks as they are required for attacking Targets. The Stat Die used for a Strike Check depends on the Weapon type: VIM for Melee, WIT for Ranged, and CRM for Magic.**

When you Strike a Target, you make a Strike Check against the Target's Defense Check. If your Strike Check is equal to or higher than the Defense Check, the Strike hits. If the Strike Check is higher than or equal to the maximum sum of all dice rolled in the Defense Check, it is a Critical Hit (or Crit), and all resulting Damage Dice of the Strike automatically roll the maximum result. When checking if something is a Crit, the maximum sum of all dice is determined by anything that affects any individual dice or adds additional dice in the roll such as the <HEAVYWEIGHT> Trait's -1, rolling Doubles, or a previous Interaction with an <ANIME>

Item. However, the maximum sum is not affected by anything that affects the whole Check such as PG, the <AVIAN> Trait, or a <RAD> Interaction.

When you take a Strife Action that causes a Save to be made, the DC of that Save is the Average of the ITMDI on the Item the Action comes from. The Stat Die used for the Save depends on the Weapon type: VIM for Melee, WIT for Ranged, and CRM for Magic. If there is no obvious Item Die (such as on a hatkind Item), default to VIM. Traits that have "On Hit" Effects work with Save based Strife Actions, but Traits that have "On Crit" Effect do not trigger from Save based Strife Actions, as Saves can never Crit. When a Save caused by a Weapon Action is passed it will still do half damage rounded up after rolling and adding everything together.

You can tell if a Weapon Action needs a Strike Check or a Save based on if it has a "C" for Check or "S" for Save in the ATTK part of the Action's description found in ==> APPENDIX: F WEAPON ACTIONS.

The Order of Operations for making a Check is the following.
==> Roll ==> Item Traits ==> Favorable/Unfavorable ==> Tempo, TMP ==> Doubles ==> Prankster's Gambit ==> Final Result

Besides Defense Checks or Strike Checks, there are also Checks you may make based on different Skills.

These are a collection of different specific Checks that may come up in the game to help you reach success for a specific circumstance.

There are 16 different types of Skills in Tablestuck. These are calculated based on your Attributes and your Equipment and have a variety of different uses. Below is a table showing how each Skill corresponds to a piece of an Equipment and an Attribute. If you're a new Player don't worry too much about the specifics of what any Check is used for. The DM will be there to help you and tell you which specific one to roll, while your Character Sheet will auto calculate what you need to roll for that Skill Check.

Typically, a skill should only be rolled when there's a degree of success to be determined, or a meaningful consequence for failure. A Check is a response to a request from yourself or the DM for results of an Action. If your DM is asking you to "roll Stoicism to prevent yourself from shitting your pants" every 20 minutes something is deeply wrong.

Skills

	VIM	AGI	WIT	CRM
Armor	Athletics	Defense	Rhetoric	Stoic
Hat	Suss	Bearing	Investigate	Intuit
cessory	Chutzpah	Legerdemain	Recollection	Diplom

Shoes	Endurance	Acrobatics	Rumination	Panac

Vim, The Physical Attribute

Athletics: To exert a physical bodily force on one's surroundings. Could be used in climbing, forcing open pathways, stopping a fall. Failing could result in a wasted effort, or an induced peril.
Example: "Can I move this thing?"

Suss: To measure the difficulty, danger, or ability of a situation or Character to a fine degree. Could be used to determine if a fall would be lethal, if there's a prank waiting for you behind that door, or the safest fork in a road to take. Failure could result in a wasted effort or misleading information.
Example: "Would this thing harm me?"

Chutzpah: To convince or impress others using your physical Self. Could be used to intimidate someone, to impress a sense of power over them, or to convince them of a possible danger. Failure could lead them to think you are weak or not be convinced.
Example: "I yell at this thing."

Endurance: To maintain one's efforts. Could be used in trudging through tough terrain, over excessive distances, or in harsh conditions. Failing could result in an inability to continue

without resting, or incur a need for some sustenance.
Example: "Can I haul this thing?"

Agility, The Deft Attribute

Defense: To avoid or block an incoming attack. Failing would result in getting hit.
Example: "Can I dodge this thing?"

Bearing: To establish location and determine the fastest route. Could be used in orienting oneself in the world, assigning landmarks, and making estimations for an efficient route to a known destination. Failing could result in a wasted effort, or an induced peril.
Example: "How do I get to that thing?"

Legerdemain: To skillfully use one's hands. Could be used in picking a lock, or swiping something from a pocket. Failing could result in a jammed lock, or an alerted Target. This skill can be used to Target a Character's Equipment as long as you are *[Hidden]* and they are not aware of you.
Example: "Can I swipe this thing?"

Acrobatics: To maintain balance and coordination. Could be used to get somewhere quickly when time is of the essence, hop a large gap, or squeeze through a narrow one. Failure could result in arriving too late, or induce a peril.
Example: "Can I jump this thing?"

Wits, The Mental Attribute

Rhetoric: To judge the validity of an argument or suggestion. It allows you to weigh spoken words

against reality—testing for truth, distortion, or manipulation. Failure could result in you absorbing falsehoods as if they were your own beliefs, or worse—invite a foreign voice into your mind, one that begins to steer your thoughts.
Example: "Is this thing correct?"

Investigate: To seek information from an object or surroundings. Could be used to look for clues, find *[Hidden]* objects, or follow a trail. Failure could result in no extra information being given, or being given misleading information.
Example: "Is there anything hidden in this Room?"

Recollection: To conjure learned facts or information about something. Could be used to recall a memory, remember history, or work out the timing for a sequence of events. Failure could result in misleading or no information being given.
Example: "What was this thing's name again?"

Rumination: To revisit and re-evaluate information. Could be used to evaluate past failures and learn what could be done differently. Failure could result in doubling down bad decisions.
Example: "Could this thing have gone better?"

Charm, The Social Attribute

Stoicism: Emotional fortitude. To put on a brave face and not let others or yourself see the emotions you feel. Failure could result in open laughter, weeping, or expressed agitation. Failing a Stoicism Check may inflict the *[Loud]* Status Effect.
Example: "Keep yourself from becoming upset or aggravated at this thing."

Intuition: To read information from another's words or actions. Could be used to gauge someone's intentions or state of mind. Failure could result in no extra information being given, or being given misleading information.
Example: "Is this thing lying?"

Diplomacy: To convince another to perform or avoid a course of action. Could be used to persuade, argue, or taunt others. Failure could result in a wasted effort, or a negative response.
Example: "I ask this thing to stop fighting me."

Panache: To 'Wow' others and improve one's standing. Could be used to dance, stunt, woo. Failure could result in embarrassment.
Example: "I do a little jig for this thing."

>Damage

Damage, also referred to as DMG, is the amount a Character is harmed when they are hit with an attack or fail a Save. The Action taken will tell you how many dice are rolled for damage; Actions which can be viewed in ==> APPENDIX F: WEAPON ACTIONS. These entries are mostly written as 1dX, or 2dX; the number before the 'd' is how many times it's rolled, and the number after (X) is the ITMDI of the Item the Action came from. X is affected by anything that changes the ITMDI such as Traits or Abilities. There also may be a flat bonus or additional die added to the roll depending on the Action used or the Traits on the Item used.

Many Characters have Damage reduction; this is a Trait or Ability that decreases incoming damage by a flat or random amount. Depending on the Trait or Ability, the reduction may be per die rolled, or for the overall damage; the Trait or Ability will state which of these it is. A Character that has multiple sources of damage reduction, unless otherwise stated, must choose one of the sources as their reduction instead of applying all of them. You may choose which to apply after seeing the results of the DMG roll. Additionally, some Effects may ignore damage reduction, such as GUT.

The following is an example of how damage is taken in Tablestuck:
==> Damage is rolled ==> Bonus damage that is reduced is added ==> Character taking damage chooses one Ability or Trait that reduces damage ==> Reduce damage by amount ==> Bonus damage that is not reduced is added ==> Final damage is applied to GRIT ==> Remaining damage is applied to VIT ==> Apply Status Effects.

>Taking Actions

Once you have started your turn and have acquired STM, you can begin spending it on Actions. There are a few different types of Actions that you can choose from:

Basic - Basic Actions are Actions that every Character innately has access to take.

Interaction - Interactions are special Actions that can be taken through the use of any Item a Character has Access to. Each Item Trait provides an Interaction that can be taken through the use of that Item.

Ability - Ability Actions are non-Basic Actions that a Character can innately take, provided by sources like Aspect Powers that do not require the use of an Item.

Weapon - Weapon Actions are Actions that can be taken through the use of a Character's Active Weapon.

Software - While technically covered by Interactions, Software can only be used via interacting with an Item with the Computer Trait. Within a single piece of software, you often have multiple types of Actions with more complex Effects, hence the distinction.

Many Actions require the user to select a Target. Targets will usually either be a Character, Item, or Location, and will be specified to be one of those. Most Actions can Target any Character or Item in your current Room that you are currently aware of.

Some Actions do not have you choose a Target; instead they mention a Random Target, or Target multiple Characters. It is important to know if a Target is Random, that means it can hit

Characters that are hostile, neutral, and allies in the Room with you, but can't hit yourself. It is often best to roll a die with an amount of sides equal to the amount of other Characters in the Room to find the Random Target.

However, Actions that Target all Characters also Target yourself. These kinds of Actions often will have exclusions to the list of Characters they Target, such as not Targeting your Allies. If one of these Actions excludes Allies from its Effect, then you are also excluded from the Effect.

Every Action has a cost. Usually, this is STM or AP. Actions will put the costs using those symbols (e.g. ,). Anything that costs more than 4 of a resource will use the notation #x where # is the cost (e.g. 6x, 5x). Besides the cost to use an Action, there are additional keywords that may be part of the cost that imply Effects that *must* be resolved before the Action's actual Effect can take place.

STRIKE - The Strike keyword means that, for the Action Effect to take place, you must perform a successful *Strike Check* against the Target's Defense Check. If you hit, the Action takes Effect. If both Checks tie, it will favor the attacker. If you successfully hit, the Action takes full Effect. If you miss, the Action does not take Effect but the cost for the Action is still paid.

X SAVE - The Save keyword means that similar to a Strike, you must roll ITMDI against the Target's indicated Attribute die. Unlike a Strike Check however, ties will go to the Target. If the Target successfully Saves then they take half DMG if there is any but no Effects happen. If they fail, then they take full DMG if there is any and the Action's Effects take place.

When you take a Strife Action that causes a Save to be made, the DC of that Save is the Average of the ITMDI on the Item the Action comes from. The Attribute Die used for the Save depends on the Weapon type used:

VIM for Melee

WIT for Ranged

CRM for Magic

If there is no obvious ITMDI (such as on a hatkind Item) default to VIM.

EXHAUST - The EXHAUST keyword means that when this cost is paid, the Action becomes Exhausted. This Action cannot be taken again until it is Unexhausted, usually at the start of your next turn. When Exhausting an Action, do not EXHAUST other instances of the same Action.

STRESS - Any time this Item Effect is used, roll ITMDI. On a natural 1, the Item is Broken. (A Broken Item is treated as though it has a d2 ITMDI and no Traits or Actions.)

CONSUME - Any time this Item Effect is used, the Item is removed from the game after the Effect resolves. Interactions that state "Target Character Consumes" can be used on unwilling Targets.

PROGRESSIVE - This Action can be started in one turn and finished in another. Instead of having to pay all the STM at once, one can pay it incrementally over several rounds. To do this during any turn you can spend any amount of STM and track how much you have spent on that Action so far. When you have spent the same amount of STM as the Actions STM cost, that Action's Effect takes place.

VEHICLE - This Action can only be used if using a True Vehicle, as described in >Movement and Vehicles.

ALCHEMY - This Action requires you to be in an Area with an Alchemy Station in order to perform it.

You can improvise your own Actions at the DM's discretion, and the cost of the Action will be told to you before the Action is taken. If you are taking an *innate* Action that requires you to roll ITMDI, the DM will choose an attribute die for you to substitute it with.

If you Launch an Item, you must choose a Target Character to make a Strike Check against using the Launched Item. The Strike Check is a Ranged Strike

regardless of the Itemkind of the Launched Item. On a hit, deal ITMDI damage to the Target. The Item is *Stressed*.

Basic Actions

The following are all *Basic Actions*.

Basic Sylledex Actions	Effect
>CAPTCHALOGUE	X: Captchalogue Target Item. If this results in an Item being Ejected from your Sylladex, that Item is Launched. This Action costs X STM, where X is the Captcha value for the specific Fetch Modi Loaded into your Sylledex.
>SORT	X: You sort your Sylladex, changing the current Active Item. This Action costs X STM, where X is the Sort value for the specific Fetch Modi Loaded into your Sylledex.
>SWITCH	: Change your Active Weapon to one inside your Strife Specibus.
>EQUIP	: Equip an Item you can Target.
>RETRIEVE	: You remove the Active Item from either your Sylladex or Strife Portfolio. It is either Ejected, causing it to be Launched, or it is placed in the current location.
>EJECT BUTTON	: Eject all Items from your Sylledex. They are all Launched.

Basic Sylledex Actions	Effect
>MANUAL SORT	💪💪: All Sylledex Actions cost 1 less STM 💪 this round, to a minimum of 1 💪STM.
>INSERT MODUS	💪💪💪💪: Your current Fetch Modus is changed to any other Modi you have access to. If this would cause you to have less Capacity then before, the Captchalogue Cards and Items inside are Ejected and Launched.

Basic Strife Actions	Effect
>AGGRIEVE	💪💪: Roll a Strike Check against Target. On Hit: deal 🟩ITMDI amount of Damage to Target Character.
>ABSCOND	💪💪: Make a ♠AGI Save. If the result is equal to or higher than the number of 👱Characters hostile to you in your current location, move to the Target *Room* within your current *Area* that you can access. EXHAUST
>PROTECT	💪: Roll a ❤️VIM Save, Target 👱Character gets 🛡️GRIT equal to the result. This Action takes +1 💪STM when used on a Target that already has 🛡️GRIT.
>GRAB	💪💪: Roll an 👠Athletics Check against the Target's 🔧Acrobatics. If you succeed, Target moves when you move until the start of your next turn. This

Basic Strife Actions	Effect
	does not cost the Target STM. EXHAUST
>BLOCK	: Roll an Endurance Check against the Target's Acrobatics or Athletics, whichever is higher. If you succeed, Target can't >ABSCOND, >MOVE, or >SHOVE until the start of your next turn. EXHAUST
>SHOVE	: Roll an Acrobatics Check, the Target rolls a Endurance Check. If you succeed, the Target is forced to Interact with a specific Room Feature or object. A Target can't be successfully shoved twice in a round.
>DARK MAJICKS	: Roll your AP Die, Target Character takes that much damage. EXHAUST
>WHITE SCIENSICES	: +1 to your AP Die next time it is rolled. EXHAUST
>RAM	: Make a single Strike Check using your Vehicle's ITMDI + AGI. You can Target a number of Characters equal to the Vehicle's average ITMDI -1. Deal ITMDI amount of Damage to Targets. STRESS once for each Target hit. EXHAUST, VEHICLE

Basic Movement Actions	Effect
>MOVE	💪: Move to a Target *Room* within your current *Area* that you have *Access* to. You cannot take this Action if there are Characters Hostile to you in your current location.
>TRAVEL	💪💪: Move to Target *Area* within your current *Section* that you have *Access* to. You cannot take this Action if there are Characters Hostile to you in your current location.
>SNEAK	💪💪: You gain the *[Hidden]* Status Effect. You cannot take this Action if there are Characters hostile to you in your current location. EXHAUST
>FOLLOW	💪💪: Begin following Target Character.
>ZOOM	6x💪: Return to an Area you have visited previously and that is in the same Section as you. VEHICLE, PROGRESSIVE

Basic Misc Actions	Effect
>CALM	💪💪: Roll a Diplomacy Check, Target Character rolls a Intuition Check. If your roll is higher, the Target is inflicted with *[Calm]*.
>TAUNT	💪: Roll a Diplomacy Check, Target Character rolls a Stoicism Check. If your roll is higher, the Target is inflicted with *[Aggravate]*.

Basic Misc Actions	Effect
>PRANK	2: Roll a Panache Check, Target Character rolls a Suss Check. The one with a higher value wins and gains PG equal to the difference, but not exceeding their PG pool while the loser sets PG to 0. EXHAUST
>PREPARE	2: Roll WIT Save, set TMP to the result. EXHAUST
>CUT YOUR JIB	1: The Target of this Action can be any Character you can communicate with. Target Character gets +1 GUT. EXHAUST
>INSPIRE	1: The Target of this Action can be any Character you can communicate with. Target Character gets 1 CRG. EXHAUST
>ORDER	1: Target Follower performs a Basic Action available to them of your choice.
>COMMAND	2: Target Follower performs one non-Basic Action available to them of your choice.
>GRAND ORDER	4: All Followers perform the same Basic Action available to them of your choice.
>INTERFACE	1: Do something that would require a Check or interface with the world around you looking from some kind of result. Example, roll Panache to play a guitar in hopes of impressing some Consorts.
>RECOVER	?: This Action uses all your Stamina. Choose VIM, WIT, or CRM and make a

Basic Misc Actions	Effect
	Save of that type adding the STM 🤌 spent on this Action to the roll. You then recover from all Status Effects with a corresponding Recovery DC equal to or less than the result of your Save. EXHAUST

Basic Alchemy Actions	Effect
>ALCHEMIZE	8x🤌: Use two Captchalogue Codes, a single Captchalogue Card, and either && or || to create an Item using alchemy. This will destroy the Captchalogue Card and register the new Item in your ATHENEUM so it may be printed using Grist. ALCHEMY, PROGRESSIVE
>REGISTER	🤌🤌🤌🤌: Register an Item that isn't alchemized into your ATHENEUM for later use. ALCHEMY, PROGRESSIVE
>PRINT	🤌🤌: Create an Item from your ATHENEUM spending the Grist required to do so. This created Item appears in the Room with you. ALCHEMY

GAMBITS	Effect
>JAPERY	X🤞: Increase the final result of the next Check rolled by X. X cannot exceed 3. This must be used before the Check is rolled and can be used on any Check.
>FRIVOLITY	🤞🤞🤞🤞: Before a Target that you can

	communicate with makes a Check, lend them a hand, making the Check favourable. The Target of this Ability can not be yourself.

>Tiered Status Effects

Some Actions and Effects may inflict you with *Status Effects*. Status Effects are passive Effects that remain active for their duration. A Status Effect has the overall name referenced when inflicting it, a Tier name, an Effect unique to each tier, the type of Attribute rolled for recovery, and the Recovery DC. When a pre-existing Status Effect is applied again, its tier increases. This typically brings a more severe Effect and changes its recovery score. When inflicting a Status Effect, the Action causing the Status Effect will only reference the Status Name, not the name of an individual tier - it is your job to track the Effects tier using your Character Sheet or Session Sheet.

For Example: if you're inflicted with [Bleed] and [Toxic], and already had the [Bleed] tier of [Cut] from being inflicted with [Bleed] before then you would have the [Bleed] tier of [Wounded] and the [Toxic] tier of [Septic] applying both of those tiers Effect to your character.

To be able to recover from a Status Effect, you must use the >RECOVER Basic Action. Falling asleep will also remove any Simple Status Effect, but Complex Status Effects stay with you until you can make the Recovery DC. Once a Status Effect is recovered, it is removed completely.

Simple Status Effects

tus	Tier	Effect	Rec
eed]	*[Cut]*	At the start of your turn, take 1 Damage.	
	[Wounded]	At the start of your turn, take 1d4 Damage.	♥V IM
	[Gored]	At the start of your turn, take 1d6 Damage. This Status Effect is now Complex.	
ze]	*[Shook]*	You do not Unexhaust Weapon Actions at the start of your turn.	
	[Stunned]	You do not Unexhaust Weapon or Basic Misc Actions at the start of your turn.	♣W IT
	[Concussed]	You do not Unexhaust any Action except Aggrieve at the start of your turn. Aggrieve gains the EXHAUST keyword.	
uck]	*[Cling]*	You cannot move from your current location. Your ♠AGI rolls are Unfavorable.	
	[Entangled]	You cannot move from your current location. Your ♠AGI rolls are Unfavorable.	♥V IM
	[Bound]	You cannot move from your current location. Your ♠AGI rolls are Unfavorable.	
rn]	*[1st Degree]*	Whenever Damage Dice are rolled against you, take an additional 1 Damage.	♥V

tus	Tier	Effect	Rec
	[2nd Degree]	Whenever Damage Dice are rolled against you, take an additional 2 Damage.	IM
	[3rd Degree]	Whenever Damage Dice are rolled against you, take an additional 3 Damage. This Status Effect is now Complex.	
tbite]	*[Chilled]*	You get -1 to your STM Die.	V IM
	[Iced]	You get -2 to your STM Die.	
	[Frozen]	You get -3 to your STM Die. This Status Effect is now Complex.	
lm]	*[Soothed]*	Your Strike Checks are Unfavorable against Characters that inflicted you with *[Calm]*. If one of those Characters does damage to you this condition ends.	W IT
	[Appeased]	Your Strike Checks are Unfavorable against Characters that inflicted you with *[Calm]*. If one of those Characters does damage to you this condition moves down to *[Soothed]*.	
	[Pacified]	Your Relationship with the Character that just now inflicted you with *[Calm]* moves up by one.	
avate]	*[Agitated]*	All Strife Actions must Target Characters that inflicted you with *[Aggravate]* if possible and all other Recovery DCs increase by +1.	W IT
	[Enraged]	All Strife Actions must Target Characters that inflicted you with *[Aggravate]* if	

tus	Tier	Effect	Rec
		possible and all other Recovery DCs increase by +2.	
	[Pissed]	Your Relationship with the Characters that just now inflicted you with *[Aggravate]* moves down by one.	
	[Septic]	You Cannot Gain GRIT. If you have GRIT, reset it to 0.	
xic]	*[Venom]*	You can't restore VIT, nor gain GRIT. If you have GRIT, reset it to 0.	V IM
	[Malignant]	You can't restore VIT, nor gain GRIT. If you have GRIT, reset it to 0. Any time you roll a natural 1 on a die, take 1d4 Damage.	
	[Somber]	You cannot spend PG.	
	[Desynched]	Your TMP cannot be more than 1.	
	[Unpleasant]	Whenever you roll your STM Die you must >TAUNT.	
rse]	*[Vulnerable]*	The Equipped Effects from the Item Traits <HEAVYWEIGHT>, <RAD>, <ANIME>, <SERIOUS>, and <NOIR> do not reduce damage you take, unless the Item is also <SPOOKY>.	C RM
	[Unlucky]	Whenever you roll the highest result on a die, reroll it.	
	[Haunted]	Whenever you are inflicted with a Status Effect, you are inflicted with the highest tier of that Status.	

tus	Tier	Effect	Rec
	[Manic]	You cannot >SLEEP	
ind]	*[1 Eye]*	Your Strike Checks are Unfavorable.	V IM
	[2 Eyes]	Your Strike Checks are Unfavorable. Strike Checks against you are Favorable.	
lyzed]	*[Slowed]*	Your STM Die rolls are Unfavorable.	V IM
	[Calcified]	Your STM Die rolls the minimum possible result.	
	[Petrified]	Your STM Die rolls the minimum possible result. Any Attribute Die rolled for a Save rolls a 1.	
ud]	*[Loud]*	You can't take advantage of the *[Hidden]* Status Effect.	C RM
et]	*[Damp]*	Strife Actions cost an additional 1 STM.	V IM
	[Soaked]	ITMDI rolls are Unfavorable.	
	[Submerged]	ITMDI rolls are Unfavorable. You are inflicted with *[Drowning]*.	

Complex Status Effects

atus	Tier	Effect	Rec
wning]	*[Drowning]*	When you first gain the *[Drowning]* Status Effect, roll a VIM Save and subtract 1.	V M

atus	Tier	Effect	Re
		The result is the amount of rounds before you start taking damage. If the Status Effect is still active by the start of that round, you will take 2d6 damage at the start of every turn.	
ecay]	*[Putrefy]*	Whenever you roll an Attribute die, take 1 Damage that is not affected by damage reductions of any kind.	V M
	[Autolyzed]	Whenever you roll an Attribute or ITMDI, take 1 Damage that is not affected by damage reductions of any kind.	
	[Ruin]	Whenever you roll any die, take 1 Damage that is not affected by damage reductions of any kind.	
ginary]	*[Imaginary]*	You have a GV of 1. You're fake as shit. You cease to exist upon your death.	W T
omed]	*[Destined]*	You die if you fall to 0 VIT.	C M
	[Fated]	You die if you fall to 5 VIT or less.	
	[Assured]	You die if you fall to 20 VIT or less.	
dden]	*[Hidden]*	As you become *[Hidden]*, roll a AGI Check. Characters in your current location that have an average WIT less than the result are unaware of your presence. Strike Checks against unaware Targets are Favorable. If you Target a Character with an Effect, they become aware of you after the Effect resolves. A	N/

atus	Tier	Effect	Re
		Character that is aware of you can choose to end this Status Effect on their turn.	
ckster ode]	*[Silly]*	Things are getting silly. If you fall unconscious, this Status Effect ends.	W T
	[Peachy]	You're feeling downright ***PEACHY***. If you fall unconscious, this Status Effect ends.	
	[Trickster]	All Attribute dice are d20, you can't restore VIT, you are absolutely fucking batshit insane. If you fall unconscious, this Status Effect ends.	
imdark ode]	*[Grimbright]*	You've gazed into the abyss. Gain +1 to all damage dice you roll - this damage can only be reduced by the Grimdark Trait. If your VIT ever equals your GV you're inflicted with *[Grimdark Mode]*. This Status Effect can only end through death.	C M
	[Grimlost]	The abyss gazes back. This Status Effect can only end through death.	
	[Grimdark]	The eldritch horrors have invaded your mind and you have lost yourself to the depths. All of your attribute dice automatically roll the maximum result. You can't restore VIT. This Status Effect can only end through death.	
antum ate]	*[Quantum]*	When no Characters are observing you, you don't exist. While you don't exist you can't take Actions, you can't be	W T

atus	Tier	Effect	Re
		Targeted, none of your resources can change, and you can't die. Characters with *[Quantum State]* don't count when considering what is observing you.	

>Sleeping, KO's, and Death

When you fall asleep, you may take control of any other available Self such as a Dream Self that has at least 1 VIT. If you have no other available Selves to possess, you will wake up again at the start of your next turn as long as you have at least 1 VIT.

Strike Checks made against Sleeping Targets are always Critical Hits, but still need to be rolled against a Defense Check. Sleeping Targets can't make Saves, and roll an automatic 1 on any Save they would have to make. A Sleeping character with more then 0 VIT will wake up at the start of their turn after taking damage.

At the end of your turn, if you have any sleeping Selves with less than maximum VIT, you may roll a VIM Save and heal for the result. If a Self is in an unsafe environment while asleep Attribute dice in the Save automatically roll a 1. This could be in a place such as an uncleared dungeon, the wilderness, or in a Strife. Sleeping Selves cannot take Actions. Sleeping Selves also clear all simple Status Effects they are inflicted with.

Once a Player Character is brought down to 0 VIT or less, they are KO'd and immediately fall asleep. That Self cannot be awoken until they reach at least 1 VIT, either by healing through sleep or some other source of healing.

If a Player Character reaches *-X VIT* where X is equal to their GV, they die. While a Character is dead the Player of that Player Character can still control any remaining living Selves as they normally would after sleeping, and the dead Self is no longer able to be controlled. Dead Characters cannot receive healing.

Note: Make sure to talk to your DM if they will be requiring kissing for one to revive as your Dream Self. While accurate to the comic, the DM or the Players may find this uncomfortable.

>Movement And Vehicles

Locations are split into a few categories that nest within each other. The largest scale of location is Universe, and within the Universe there are Planets, and within a Planet are Sections (these could be split up into cities or towns), and within Sections are Areas (A house is a good example of an Area), and within Areas are Rooms.

If a location is very familiar to a Player, or confirmed to be safe, a Player is considered to have access to all Rooms in the Area. This is

mainly important for their House or Hive, allowing them to move between the Rooms freely.

Usually, Characters have access to move between Rooms in the same Area, and travel between Areas within the same Section, as defined in the *Basic Actions*. If a Character gains access to flight, however, they gain access to the following *Ability Actions:*

Flight Actions	Effect
>HOVER	1: Move to Target *Room* within current *Area*.
>GLIDE	2: Move to Target Area within current Section.
>FLY	4: Move to Target Section within current Planet.
>SOAR	8: Move to Target Planet within current Universe.

If a Character incapable of flight were to fall a long distance, they receive an amount of fall damage appropriate to the severity of the fall as decided by the DM.

Severity	Minor	Moderate	Major	Extreme
Damage	1d6	2d8	4d10	8d12

In Tablestuck, there is the <VEHICLE> Trait, and vehiclekind. If an Item is vehiclekind *and* has the <VEHICLE> Trait, it is considered a True Vehicle and gives you access to the >RAM and >ZOOM Basic Actions while using the vehicle. An Item that is vehiclekind but lacks the <VEHICLE> Trait has the correct shape and size to be a Vehicle but lacks the ability to go anywhere for whatever reason. An Item that has the <VEHICLE> Trait but is not vehiclekind, has the ability to go, but is not correctly sized or shaped to be used properly.

>Followers And Relationship

If, in your adventures, you befriend a 👱Character you wish to join you on your quest, and they are willing to join you, they may join your *party*. Similarly, you may also choose to join *their* party.

Parties are made up of one *Leader* and a number of *Followers* equal to the Leader's 🔷CRM Die average. Whenever the *Leader* moves to another location, all *Followers* move along with them, no additional 💪STM cost required! There are some limitations to this, however. If a Leader uses a movement Action that any of their Followers do not have access to, for example, movement Actions provided through *Flight Actions*, those followers are kicked out of the party and left behind. Additionally, if a follower moves to another location without the Leader, they leave the party. Finally, if a Leader of a party begins following another character, they disband their own party to do so.

Unless decided otherwise by the DM, followers that are not a Player don't take a turn, don't roll STM, and always use >PROTECT once on themselves when not given an order or command during the leader's turn.

A Player's Relationship to a NPC or Underling can be described by the following spectrum:

	Hostile	Neutral	Ally	
ly ll to if	Will attack you on sight. Won't follow you into other Rooms.	No opinion of you. Damaging them makes them Hostile.	Won't Target you with negative Effects. Damaging them once makes them Hostile.	Ca a Bec yo th

The DM will decide where an NPC starts on this spectrum, but Underlings always start as Hostile, and still attack you even when Neutral towards you. Narrative events, as well as the *[Aggravate]* and *[Calm]* Status Effects, can change where an NPC or Underling Falls on this spectrum.

Note: Going down a Relationship step because of damaging them can be avoided if the NPC has reason to think it was an accident, such as Random Target Actions, or trickery.

ASSHOLE NOTES!

You might be thinking, "hey Asshole! I did what you said at the start and dumped all my stat points into whichever stat is the heart one *(you forgot that it's called* Vim *because you have the retention span of an infant)* and now I'm an antisocial piece of shit and can only have one follower!"

Well first of all, you didn't need my help to not have friends you're quite experienced in that department already. Secondly, here's the play: Find the first Clown :o) you can with a high Charm and make them your *Bitch*. It can be an NPC, just as long as they're stupid enough to take orders from you. Next you join *their* Party as a Follower, I know it's a position you're familiar with, and then just yell

==> APPENDIX A: TALENTS

Talent	Effect
Bully	Increase VIM die size
Chummy	Increase CRM die size
Peppy	Increase AGI die size
Chipper	Increase WIT die size
Prankster	The DM does not gain PG

Talent	Effect
	from you.
Prank Bro	When you Crit you gain +1 PG.
ADHD	When you >PREPARE you may use AGI instead of WIT.
Clever Disguise	When you become Hidden you may roll CRM instead of AGI.
Sneaky	You gain a +2 on Checks to become *[Hidden]* and to Checks taken while *[Hidden]*.
Youth Roller	When you >ABSCOND you may roll Bearing instead of just AGI if you still fail gain 2 CRG.
Wrestler	If you successfully perform the >GRAB Action on a Character all that Character's Saves and Checks become Unfavorable until the start of your next turn.
The Wall	When you >BLOCK until the start of your next turn any time a hostile Character uses an Action where they choose a Target, roll a d6 on a 5+ it Targets you.
Narcoleptic	When a Self heals from sleeping, add an extra VIM die.

Talent	Effect
Milk Drinker	When you successfully remove one or more Status Effects using >RECOVER you gain VIT equal to the amount of STM used on >RECOVER Action.
Sweet Tooth	CRG gained from consuming <CANDY> Items is rolled Favorably.
Meat Lover	GUT gained from consumed <MEAT> Items is doubled.
Nutritious	VIT healed from consuming <FOOD> Items is doubled.
Sylladex Savant	+2 to all Strike Checks made with Launched Items
Brute	+2 to hit with MELEE Weapons
Sniper	+2 to hit with RANGED Weapons
Magician	+2 to hit with MAGIC Weapons
Juggernaut	While you have GRIT, DMG rolls are Favorable.
Aegis	When you use >PROTECT, roll the GRIT Favorably.
Cool Dude	You gain the <RAD> Trait as an innate Trait.
Flurry	On a Crit using a MELEE Weapon, use that Action again, ignoring EXHAUST. This can be used once per turn.

Talent	Effect
Bullet Hell	On a Crit using a RANGED Weapon, use that Action again, ignoring EXHAUST. This can be used once per turn.
Magic Missile	On a Crit using a MAGIC Weapon, use that Action again, ignoring EXHAUST. This can be used once per turn.
Brutality	On crit with a MELEE Weapon, roll an extra ITMDI and add it to DMG.
Precision	On crit with a RANGED Weapon, roll an extra ITMDI and add it to DMG.
Retribution	On crit with a MAGIC Weapon, roll an extra ITMDI and add it to DMG.
Human Spirit	Once Per Strife, if an attack were to cause you to die or go unconscious, roll a d6. On a 5+, ignore all DMG from that attack.
Curse of the Protector	If a chum in the same Room as you is sent below 0 VIT, you may inflict the *[Curse]* Status Effect on the attacker.

==> APPENDIX B: HEMOSPECTRUM

Psionic	Caste	Rung	Effect
Rustblood	Rust	1	Increase ♣WIT Die Size.
Redirect	Rust	3	When an Item is Launched in this Room, choose its Target.
Uplift	Rust	5	You can >HOVER and >GLIDE.
Break Focus	Rust	7	When making an attack that is normally a Check you may instead make it a Save, following the normal rules for doing so.
>TELE-CRUSH	Rust	9	You gain an innate Ability Action - 🦾🦾🦾: Choose a Target Character within the Room. Target takes 2d6 damage.
Bronzeblood	Bronze	1	Increase ♦CRM Die Size.
>TAMER	Bronze	3	You gain an innate Ability Action - 🦾🦾: Roll ♦CRM. If the result is higher than the amount of 👱 Characters hostile toward you in the Room, those 👱Characters become *[Calm]*. EXHAUST
>PERSUADE	Bronze	5	You gain an innate Ability Action - 🦾: When you are Targeted, you may change the Target to a follower in the Room.
Power of Party Members	Bronze	7	+Y to all DMG rolls; Y = amount of Characters who are not hostile to you in Room.
Beast Friends	Bronze	9	Add your Rung to Power of Party Members, only if Power of Party Members is not zero.

Psionic	Caste	Rung	Effect
Goldblood	Gold	1	Increase ♣WIT Die Size.
Heat Vision	Gold	3	You are immediately alerted to all Characters within any Room you enter. You are immune to *[Blind]*.
>EYEBEAM	Gold	5	You gain an innate Ability Action - 💪💪💪: Choose a Target Character within the Room. Roll 🕶♣Recollection for the Strike Check. On a hit, Target Character takes DMG equal to the Strike Check.
X-Eyebeam	Gold	7	After you use >EYEBEAM, you may use it again for free.
Chilling Sight	Gold	9	When entering an Room, choose up to your Rung in Characters. These Characters have Frostbite while you are in the Room.
Limeblood	Lime	1	Increase ◆CRM Die Size.
>CONFUSE	Lime	3	You gain an innate Ability Action - 💪💪: Target one Character in the Room, they make a ◆CRM Save against your average ◆CRM Die. If they fail they become inflicted with *[Daze]*.
Calming Blow	Lime	5	When you hit a *[Calm]* Target, their 💪**STM** roll is halved on their next turn.
>DAZING AURA	Lime	7	You gain an innate Ability Action - 💪💪: Make a 🕶◆Diplomacy Check.

Psionic	Caste	Rung	Effect
			Every hostile Character in the Room makes a Rumination Check. For each Character whose result is lower than your Diplomacy, that Character is inflicted with *[Daze]*.
>PACIFY	Lime	9	You gain an innate Ability Action - : Deal DMG equal to your CRM Die Size to all enemies with *[Calm]* and *[Daze]* in the Room. You do not have to roll Strike Check for this.
Oliveblood	Olive	1	Increase AGI die size.
Pounce	Olive	3	When making a Strike Check while *[Hidden]*, your *[Hidden]* Status doesn't end if the Strike Check fails.
Skulker	Olive	5	Acrobatics Checks are Favorable. When *[Hidden]*, the first time during your turn you successfully Target a Character they do not become aware of you.
Razor Claws	Olive	7	On a Crit, Target is inflicted with *[Bleed]* 3 times. Target's >RECOVERY Saves are Unfavorable while they are inflicted with *[Bleed]*.
Apex Predator	Olive	9	While *[Hidden]*, STM rolls are Favorable and all Strike Checks automatically Crit.
Jadeblood	Jade	1	Increase VIM Die Size.

Psionic	Caste	Rung	Effect
>FANGS	Jade	3	You gain an innate Ability Action - 💪💪: Roll a Strike Check using ❤️ VIM + 💪STM Die, On success inflict *[Bleed]* on Target 👱Character. Roll ❤️VIM Favorably for this Strike Check. EXHAUST
Bloodsuck	Jade	5	Whenever you hit a Target with *[Bleed]*, roll a ❤️VIM Save and heal for the result.
Tough Skin	Jade	7	When you take damage, roll a ❤️VIM Save and reduce it by the result. This Reduction stacks with other Damage Reduction.
Rainbow Drinker	Jade	9	When you DIE, revive as a RAINBOW DRINKER. As a RAINBOW DRINKER, treat all WEAPONS and EQUIPPED Items as if they have the <VAMPIRIC> Trait. You cannot die by normal means, and your skin glows white.
Tealblood	Teal	1	Increase ♣️WIT Die Size.
Deductive Eye	Teal	3	Your Strike Checks crit if they are double Target's 🧤Defense Check or higher.
Pressure Point	Teal	5	DMG rolls are Favorable.
Keen Lens	Teal	7	Strike Checks are Favorable.
Coin Flip	Teal	9	On a Crit, flip a coin or roll a d2. If tails or 1, triple DMG.

Psionic	Caste	Rung	Effect
Ceruleanblood	Cerulean	1	Increase CRM Die Size.
>FORCE	Cerulean	3	You gain an innate Ability Action - : Force a Target Character in Room to use an Action of your choosing on its next turn. If it can't use the Action, this fails.
>COMMAND	Cerulean	5	You gain an innate Ability Action - : Make a Diplomacy Check against a Target's Rhetoric. If your Diplomacy is higher, choose who the Target Character Targets for attacks on its next turn. Cannot be itself.
>DOMINATE	Cerulean	7	You gain an innate Ability Action - : Make a Diplomacy Check against a Target's Rhetoric. If your Diplomacy is higher, control the Target Character on its next turn.
>MIND CONTROL	Cerulean	9	You gain an innate Ability Action - : When you use >DOMINATE, you may use this Action to keep control of that Character for (WIT Die average) turns. You can only use this Action if you use Dominate first.
Indigoblood	Indigo	1	Increase VIM Die Size.
Iron Fist	Indigo	3	When making a Strike Check without an Active Weapon, roll Chutzpah for the Strike Check, and use a VIM Die for DMG.

Psionic	Caste	Rung	Effect
Strong Jump	Indigo	5	When you >ABSCOND, you may >AGGRIEVE a Target Character in the Room you are leaving at no cost.
Power Block	Indigo	7	When you have no Active Weapon, Defense Checks are Favorable.
Explosive Punch	Indigo	9	On a Crit, all Characters in the Room must make a VIM Save. Characters whose Save is less than your VIM Die average take half damage.
Purpleblood	Purple	1	Increase VIM Die Size.
Chuckle	Purple	3	Increase size of all DMG dice
hOnk	Purple	5	On crit, inflict *[Daze]*, *[Blind]*, and *[Bleed]*.
Monald RicDonald Insanity	Purple	7	+1 to all DMG rolls, all DMG rolls are Favorable.
Chucklevoodo	Purple	9	Strike Checks always crit on Targets with *[Daze]*, *[Blind]*, or *[Bleed]*.
Violetblood	Violet	1	Increase AGI die size.
Seadweller	Violet	3	While inflicted with *[Wet]*, instead of the usual Effect, at the end of each of your turns roll a VIM Save and heal for the result.
Swashbuckler	Violet	5	Treat all Weapons and Equipped Items as if they have the

Psionic	Caste	Rung	Effect
			<NAUTICAL> Trait.
Noble Smite	Violet	7	Double DMG to all *[Wet]* Targets.
Tidal Storm	Violet	9	You gain an innate Ability Action - 🦾🦾🦾🦾: Inflict *[Wet]* on all Characters in the Room.
FuchsiaBlood	Fuschia	1	Increase any one Attribute's die size.
Psi Resistance	Fuschia	3	Strike Checks against you which are not from Weapons or Aspect powers are Unfavorable.
Versatility I	Fuschia	5	Take any other Troll Caste's racial, up to Rung 5.
Versatility II	Fuschia	7	Take any other Troll Caste's racial, up to Rung 7.
Versatility III	Fuschia	9	Take any other Troll Caste's racial.

==> APPENDIX C: CLASSPECTS

All Aspect powers can only Target Characters in the same ROOM as you, unless stated otherwise.

TIME

RUNG 2	RUNG 4	RUNG 6	RUNG 8
AT DOWN - If MP becomes 1, eroll ♫TMP	[2 AP] You may reroll one Check this turn and take	NEW TIMELINE - [3 AP] Restart this turn	[4 AP] Rep the last Acti you took for

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	the new result.		
	[2 AP] During Target's turn, Target rerolls the first Check that results in a higher number than your TMP		
	[2 AP] You may reroll one Check this turn and take the new result.	[2 AP] Swap TMP with Target	
	[2 AP] During Target's turn, Target rerolls the first Check that results in a higher number than your TMP		
	[2 AP] You may reroll one Check this turn and take the new result.	[2 AP] Reroll you last Check	
	[2 AP] During		

<table>
<tr><th>RUNG 2</th><th>RUNG 4</th><th>RUNG 6</th><th>RUNG 8</th></tr>
<tr><td rowspan="4"></td><td>Target's turn, Target rerolls the first Check that results in a higher number than your TMP</td><td rowspan="2"></td><td rowspan="4"></td></tr>
<tr><td>[2 AP] You may reroll one Check this turn and take the new result.</td></tr>
<tr><td>[2 AP] During Target's turn, Target rerolls the first Check that results in a higher number than your TMP</td><td rowspan="2">FUTURE SIGHT - [2 AP] On your next Check, roll it twice and add both results together.</td></tr>
<tr><td>[2 AP] You may reroll one Check this turn and take the new result.</td><td rowspan="2">[4 AP] Target's next STM roll is equal to their current TMP</td></tr>
<tr><td>[2 AP] During Target's turn, Target rerolls the first Check that results in a higher number than your TMP</td></tr>
</table>

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	[2 AP] You may reroll one Check this turn and take the new result.	SCRAP TIMELINE - [4 AP] Target's last turn is undone	
	[2 AP] During Target's turn, Target rerolls the first Check that results in a higher number than your TMP		

SPACE

RUNG 2	RUNG 4	RUNG 6	RUNG 8
PORT - You may OVE once per urn for free gnoring any mitations or barriers. tionally, all other Basic ement Actions t 1 less STM	[1 AP] Teleport to a Room within this Area, or an Area adjacent to this one	[2 AP] SPATIAL WEAVE - You create a random artifactkind Item and Launch it at a Target	[7 AP] You Target any Character or you are aware in any locat you are aware until the end your turn
	[1 AP] Target teleports to a Room within this Area, or an Area adjacent to this one		
	[1 AP] Teleport to a Room within this Area, or an Area adjacent to this one	[2 AP] REDUCE - Target Item's ITMDI is reduced by one size until your next turn	

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	[1 AP] Target teleports to a Room within this Area, or an Area adjacent to this one		
	[1 AP] Teleport to a Room within this Area, or an Area adjacent to this one	[2 AP] REPOSITION - The next time you are Targeted by an Action, that Action Targets the attacker instead	
	[1 AP] Target teleports to a Room within this Area, or an Area adjacent to this one		
	[1 AP] Teleport to a Room within this Area, or an Area adjacent to this one	[2 AP] ALIGNMENT - Target adds remaining STM to their next STRIKE Check	

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	[1 AP] Target teleports to a Room within this Area, or an Area adjacent to this one		
	[1 AP] Teleport to a Room within this Area, or an Area adjacent to this one	[2 AP] ENLARGE - Target Item's ITMDI is increased by 1 (Max D20) until your next turn	
	[1 AP] Target teleports to a Room within this Area, or an Area adjacent to this one		
	[1 AP] Teleport to a Room within this Area, or an Area adjacent to this one	[2 AP] ATOMIC BLAST - The damage of your next attack is dealt to everyone in the Area	

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	[1 AP] Target teleports to a Room within this Area, or an Area adjacent to this one		

HEART

RUNG 2	RUNG 4	RUNG 6	RUNG 8
L SOUL - When lling a Save, may use your est Attribute n the roll	[2 AP] Until the start of your next turn, you may choose to reroll your highest Attribute after seeing the result. EXHAUST	[6 AP] Create another Self of any Character in the Room. At the end of each of your turns, roll a d20 that cannot be rerolled, if you roll equal to or less than the number of Selves created this way all Selves created in this way are destroyed. The Character which you created another Self of controls the new Self.	When rolling Check using y highest Attril add an extra of that Attril to that Che
	On Checks not using your highest Attribute you may replace the ITMDI with your highest Attribute. This can't be done with Strike and Defense Checks		
	[2 AP] Until the start of your next turn, you may	[6 AP] Create another Self of any Character in	

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	choose to reroll your highest Attribute after seeing the result. EXHAUST	the Room. At the end of your turns, roll a d20 that cannot be rerolled, if you roll equal to or less than the number of Selves created this way all Selves created in this way are destroyed. You control this new Self. You can't use this Ability again on a Character until the Self you made is destroyed.	
	On Checks not using your highest Attribute you may replace the ITMDI with your highest Attribute. This can't be done with Strike and Defense Checks		
	[2 AP] Until the start of your next turn, you may choose to reroll your highest Attribute after seeing the result. EXHAUST	[4 AP] CHANGE SELF - Select two willing Targets that you can see that both have a classpect. Both Targets trade classpects but keep their current rung.	
	On Checks not using your highest Attribute you may replace the ITMDI with your highest Attribute. This can't be done with		

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	Strike and Defense Checks		
	[2 AP] Until the start of your next turn, you may choose to reroll your highest Attribute after seeing the result. EXHAUST	[3 AP] ATTUNED SOUL - On Target's next Check, they use an Attribute of their choice in place of both dice	
	On Checks not using your highest Attribute you may replace the ITMDI with your highest Attribute. This can't be done with Strike and Defense Checks		
	[2 AP] Until the start of your next turn, you may choose to reroll your highest Attribute after seeing the result. EXHAUST	[3 AP] Set ACTIVE or EQUIPPED Item's ITMDI equal to one of your Attributes of your choice until your next turn	
	On Checks not using your highest		

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	Attribute you may replace the ITMDI with your highest Attribute. This can't be done with Strike and Defense Checks		
	[2 AP] Until the start of your next turn, you may choose to reroll your highest Attribute after seeing the result. EXHAUST	[5 AP] Create a new Self of yourself in this location. At the end of each of your turns, roll a d20 that cannot be rerolled, if you roll equal to or less than the number of Selves created this way all Selves created in this way are destroyed. You control this Self	
	On Checks not using your highest Attribute you may replace the ITMDI with your highest Attribute. This can't be done with Strike and Defense Checks		

MIND

<table>
<tr><th>RUNG 2</th><th>RUNG 4</th><th>RUNG 6</th><th>RUNG 8</th></tr>
<tr><td rowspan="4">UCTIVE MIND - per turn, you access to one on on any Item have Equipped. is Action is idered a Basic rife Action.</td><td>[2 AP] Unexhaust an Action</td><td rowspan="2">[5 AP] Give Target access to a custom Action until your next turn. This Action is a combination of 2 Actions you have access to. (Add STM cost, damage, and Effects).</td><td rowspan="4">[6 AP] You Traits stack u your next tu</td></tr>
<tr><td>The first exhaust Action you use on your turn isn't exhausted.</td></tr>
<tr><td>[2 AP] Unexhaust an Action</td><td rowspan="2">[3 AP] Use an Action Target has access to. You pay half the STM cost rounded up.</td></tr>
<tr><td>The first exhaust Action you use on your turn isn't exhausted.</td></tr>
<tr><td></td><td>[2 AP] Unexhaust an Action</td><td>[2 AP] Change one of the Target's Actions to a different Action</td><td></td></tr>
</table>

RUNG 2	RUNG 4	RUNG 6	RUNG 8
		of the same color and rarity.	
	The first exhaust Action you use on your turn isn't exhausted.		
	[2 AP] Unexhaust an Action	LEARN - [3 AP] Use any Action of your choosing, even if you don't have access to it. You need to pay +1 Stamina for this Action.	
	The first exhaust Action you use on your turn isn't exhausted.		
	[2 AP] Unexhaust an Action	SHARE MIND - [4 AP] Target has access to your Actions until your next turn.	
	The first exhaust Action you use on your turn isn't exhausted.		
	[2 AP] Unexhaust an Action	[3 AP] Exhaust one of the Target's Actions	

RUNG 2	RUNG 4	RUNG 6	RUNG 8
		on their next turn.	
	The first exhaust Action you use on your turn isn't exhausted.		

LIFE

RUNG 2	RUNG 4	RUNG 6	RUNG 8
DYING LIFE - n you die, you revived. This ct can only be sed once per Self.	[1 AP] You get 1d6 GRIT	[2 AP] Target gets 3d4 GRIT	[3 AP] Revi dead Target. can only ever used once on Target.
	[1 AP] Target Character gets 1d4 GRIT		
	[1 AP] You get 1d6 GRIT	[2 AP] LIFE LEECH - X=1d8, Target loses X VIT, and you get X in GRIT	
	[1 AP] Target Character gets 1d4 GRIT		

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	[1 AP] You get 1d6 GRIT	[2 AP] Undo DMG from last attack from Target	
	[1 AP] Target Character gets 1d4 GRIT		
	[1 AP] You get 1d6 GRIT	[6 AP] LIFELOCK - Target's next Strike Check is equal to the difference between their VIT and the VIT of their Target. This Strike Check cannot Crit.	
	[1 AP] Target Character gets 1d4 GRIT		
	[1 AP] You get 1d6 GRIT	[2 AP] Next time you do any damage the Target heals the result instead of taking it as DMG.	

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	[1 AP] Target Character gets 1d4 GRIT		
	[1 AP] You get 1d6 GRIT	[2 AP] Target loses 3d4 VIT	
	[1 AP] Target Character gets 1d4 GRIT		

DOOM

RUNG 2	RUNG 4	RUNG 6	RUNG 8
RKILL - When roll a 1 on ny DMG dice uding rerolls, ll the die and n +1 GUT at e end of the Action.	[2 AP] Add an extra ITMDI to your next DMG roll, if your damage is greater than the VIT of the Character, gain that extra damage as GUT.	[3 AP] Target loses 3d6 VIT	[3 AP]GLOOM Inflict Targ with *[Decay*
	[2 AP] Until the start of your next turn, gain GUT		

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	equal to damage you took.		
	[2 AP] Add an extra ITMDI to your next DMG roll, if your damage is greater than the VIT of the Character, gain that extra damage as GUT.	[3 AP] X = 3d4. Target gains X VIT, second Target loses X VIT	
	[2 AP] Until the start of your next turn, gain GUT equal to damage you took.		
	[2 AP] Add an extra ITMDI to your next DMG roll, if your damage is greater than the VIT of the Character, gain that extra damage	[2 AP] Target rolls their Strike Check using their Damage dice, and rolls their Damage using their Strike Check Dice.	

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	as GUT.		
	[2 AP] Until the start of your next turn, gain GUT equal to damage you took.		
	[2 AP] Add an extra ITMDI to your next DMG roll, if your damage is greater than the VIT of the Character, gain that extra damage as GUT.	[3 AP] FATE FOCUS - Roll DMG favorably on your next damage roll. If it was a crit double damage.	
	[2 AP] Until the start of your next turn, gain GUT equal to damage you took.		
	[2 AP] Add an extra ITMDI to your next DMG roll, if your damage is	If it is not your turn and you reduce your VIT	

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	greater than the VIT of the Character, gain that extra damage as GUT.	you may take the Aggrieve Action for free at the end of the Character's turn and before the start of the next Character's turn.	
	[2 AP] Until the start of your next turn, gain GUT equal to damage you took.		
	[2 AP] Add an extra ITMDI to your next DMG roll, if your damage is greater than the VIT of the Character, gain that extra damage as GUT.	[3 AP] Target Gains 3d6 GRIT	
	[2 AP] Until the start of your next turn, gain GUT equal to damage you took.		

VOID

RUNG 2	RUNG 4	RUNG 6	RUNG 8
- If you pass r turn without g STM, Strike ks against you e Unfavorable one round and ing your next your AP die ne size larger it is "/" it comes a 1d4).	[1 AP] - The next Strike Check Target makes against you has -1d6 to hit	[2 AP] SHADOW CLONE - You create a shadow of yourself max 4. When an attack hits you, roll 1d4. If you roll equal to or less than the number of shadows you have, a shadow takes the hit instead and disappears.	[3 AP] Invisibility - cannot be Targ by Actions un your next tu
	[1 AP] - The next Strike Check Target makes has -1d4 to hit		
	[1 AP] - The next Strike Check Target makes against you has -1d6 to hit	[2 AP] PULL FROM THE VOID - You pull a randomized artifactkind Item from the void and Launch it at the Target.	
	[1 AP] - The next Strike Check Target makes has -1d4 to hit		

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	[1 AP] - The next Strike Check Target makes against you has -1d6 to hit	[2 AP] SHADOW STEP - Choose a Target Character. The next time you are Targeted by an Action, you switch places with the Target, causing the Target to be the Target of the Action instead	
	[1 AP] - The next Strike Check Target makes has -1d4 to hit		
	[1 AP] - The next Strike Check Target makes against you has -1d6 to hit	[2 AP] MISTY VISION - The next time the Target of this Ability makes an attack, the Target of that attack is randomized.	
	[1 AP] - The next Strike Check Target makes has -1d4 to		

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	hit		
	[1 AP] - The next Strike Check Target makes against you has -1d6 to hit	[2 AP] OBSCURE - The next Strike Check against the Target is Unfavorable.	
	[1 AP] - The next Strike Check Target makes has -1d4 to hit		
	[1 AP] - The next Strike Check Target makes against you has -1d6 to hit	[2 AP] ELIMINATE DOUBT - Ignore Unfavorable this turn	
	[1 AP] - The next Strike Check Target makes has -1d4 to hit		

RUNG 2	RUNG 4	RUNG 6	RUNG 8

LIGHT

RUNG 2	RUNG 4	RUNG 6	RUNG 8
NE - +2 to all cks and Saves.	STUDY - [1 AP] add 1d6 to next Check	[2 AP] Add +3 to next Check.	Any time a rol Favorable ins of rolling tw and taking t higher roll t times and take highest.
	TUTOR - [1 AP] Target adds 1d4 to next Check		
	STUDY - [1 AP] add 1d6 to next Check	[3 AP] X=1d8, Target gets -X to next Check, you get +X to next Check	
	TUTOR - [1 AP] Target adds 1d4 to next Check		
	STUDY - [1 AP] add 1d6 to next Check	[2 AP] Next Check is Favorable	
	TUTOR - [1 AP] Target adds 1d4 to		

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	next Check		
	STUDY - [1 AP] add 1d6 to next Check	[2 AP] Roll a d20 favorably and use this roll's result as the result for the next Check you would make. (For rolls with fav or unfav, this is the first roll)	
	TUTOR - [1 AP] Target adds 1d4 to next Check		
	STUDY - [1 AP] add 1d6 to next Check	[2 AP] Add +1 to all Checks until your next turn.	
	TUTOR - [1 AP] Target adds 1d4 to next Check		

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	STUDY - [1 AP] add 1d6 to next Check	BLACKLIGHT -[2 AP] Target gets -4 to their next STRIKE Check	
	TUTOR - [1 AP] Target adds 1d4 to next Check		

BREATH

RUNG 2	RUNG 4	RUNG 6	RUNG 8
I - As long as you are not *[Stuck]* or *Paralyzed]* you ys pass your AGI Save to cond. At the t of your turn er rolling for TM do a free overy Save for *[Stuck]* and *Paralyzed]*.	When you roll doubles on a Strike Check the Check counts as passed.	[3 AP] Next Action Target takes is free	When you ro Doubles you r the addition dice Favorab
	When you roll doubles on a Defense Check the Check counts as passed.		
	When you roll doubles on a Strike Check the Check counts as passed.	[3 AP] If the Target has a flight Ability they lose it, if	

RUNG 2	RUNG 4	RUNG 6	RUNG 8
		they don't they become *[Stuck]*. Either way you have >FLIGHT until the Target recovers, the recovery DC is 5 and used AGI.	
	When you roll doubles on a Defense Check the Check counts as passed.		
	When you roll doubles on a Strike Check the Check counts as passed.	[4 AP] You become wind, in this state you can't be Targeted nor detected. You can't take any Action except >HOVER and >GLIDE. You can end this condition at any time.	
	When you roll doubles on a Defense Check the Check counts as passed.		

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	When you roll doubles on a Strike Check the Check counts as passed.	[2 AP] READ THE WIND - Next Check is Favorable	
	When you roll doubles on a Defense Check the Check counts as passed.		
	When you roll doubles on a Strike Check the Check counts as passed.	Once per round if a Character rolls doubles in your current Room you may Aggrieve them for free.	
	When you roll doubles on a Defense Check the Check counts as passed.		
	When you roll doubles on a Strike Check the Check counts as passed.	[1 AP] Target Character becomes *[Stuck]*.	
	When you roll doubles on a Defense Check the Check counts as		

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	passed.		

BLOOD

RUNG 2	RUNG 4	RUNG 6	RUNG 8
DED - INSPIRE s 1d4 CRG to Target.	[2 AP] Choose two Targets in this Area. When one Target takes DMG, half goes to the other Target.	[X AP]: Chum gets X CRG	[6 AP] You choose an additional Ta for all Acti this turn
	Any time a Follower takes damage you may split the DMG between the two of you.		
	[2 AP] Choose two Targets in this Area. When one Target takes DMG, half goes to the other Target.	[4 AP] All of the Target's Chums become your Chums for this round.	
	Any time a Follower takes damage you may split the DMG between the two of you.		

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	[2 AP] Choose two Targets in this Area. When one Target takes DMG, half goes to the other Target.	[5 AP] - Choose two Targets. Both Targets can only Target each other on their next turn. Neither of the Targets need to be a Character.	
	Any time a Follower takes damage you may split the DMG between the two of you.		
	[2 AP] Choose two Targets in this Area. When one Target takes DMG, half goes to the other Target.	When you Target a Character you become aware of the location of all Characters they consider an ally. This breaks the *[Hidden]* Status.	
	Any time a Follower takes damage you may split the DMG between the two of you.		
	[2 AP] Choose two Targets in this	[5 AP] During the	

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	Area. When one Target takes DMG, half goes to the other Target.	Target's next turn it can only Target its allies.	
	Any time a Follower takes damage you may split the DMG between the two of you.		
	[2 AP] Choose two Targets in this Area. When one Target takes DMG, half goes to the other Target.	[4 AP] - Target becomes hostile toward all Characters in this Area.	
	Any time a Follower takes damage you may split the DMG between the two of you.		

HOPE

RUNG 2	RUNG 4	RUNG 6	RUNG 8
- Add +1 on STM rolls	[3 AP] Add 2 STM	[4 AP] Double Target's current CRG to a max of 6.	[6 AP] Add STM

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	[3 AP] Target adds 1 STM at the start of their next turn.		
	[3 AP] Add 2 STM	[2 AP] Steal Target's CRG	
	[3 AP] Target adds 1 STM at the start of their next turn.		
	[3 AP] Add 2 STM	[4 AP] Increase Target's STM die by 1 (max 1d12) until the end of your next turn.	
	[3 AP] Target adds 1 STM at the start of their next turn.		

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	[3 AP] Add 2 STM	Reroll 1s on STM.	
	[3 AP] Target adds 1 STM at the start of their next turn.		
	[3 AP] Add 2 STM	Upon being reduced below 15 VIT, you may take an additional turn immediately after the current Character's turn. for this extra turn your STM die rolls a natural 1.	
	[3 AP] Target adds 1 STM at the start of their next turn.		
	[3 AP] Add 2 STM	[4 AP] Target's next STM roll is halved.	
	[3 AP] Target adds 1 STM at the start of their next		

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	turn.		

RAGE

RUNG 2	RUNG 4	RUNG 6	RUNG 8
LE BREAKER - ur PG pool mum becomes 9 you may use ry on Saves in same way as Checks.	[4 AP] At the end of your turn gain any spent PG back to your pool even if it exceeds your max.	[4 AP] Target's PG pool fills to max.	You gain acces the jokerki Strife Specib This Specibus carry any Item as long as doesn't have serious Trait. time you roll natural 1 on Strike Check u a Item in t JokerKind Str Specibus inst of the DM gai +1 PG you gai PG.
	You may use >JAPERY after seeing the final result of a Check or Save.		
	[4 AP] At the end of your turn gain any spent PG back to your pool even if it exceeds your max.	[4 AP] Replace your current PG with the DM's PG even if it exceeds your pool.	

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	You may use >JAPERY after seeing the final result of a Check or Save.		
	[4 AP] At the end of your turn gain any spent PG back to your pool even if it exceeds your max.	[2 AP] Next time PG is used in your current Area you may switch your current PG pool and the amount spent before it is added to the roll.	
	You may use >JAPERY after seeing the final result of a Check or Save.		
	[4 AP] At the end of your turn gain any spent PG back to your pool even if it exceeds your max.	Whenever you roll a die and the result is the die's average you gain +1 PG.	
	You may use >JAPERY after seeing the		

RUNG 2	RUNG 4	RUNG 6	RUNG 8
	final result of a Check or Save.		
	[4 AP] At the end of your turn gain any spent PG back to your pool even if it exceeds your max.	Any time the DM gains PG you gain an equal amount.	
	You may use >JAPERY after seeing the final result of a Check or Save.		
	[4 AP] At the end of your turn gain any spent PG back to your pool even if it exceeds your max.	You may add PG to Damage rolls. This is considered to be bonus damage.	
	You may use >JAPERY after seeing the final result of a Check or Save.		

==> APPENDIX D: STARTER ITEMS

Starter Items are more powerful, and slightly more unique then the Items the DM will populate your house with. It may be a while before you can Alchemize with them due to their Traits and Actions. When making a Character, you may choose 1 of these and both your Dream Self and Waking Self get that Item. If you decide not to take one of these Items, you get two generic Items found in >Starting Items. (you can use this hyperlink to see info on Starting Items >Starting Items)

Equipment

Item	Kind	Code
Hoodie	Armor	5DGw5!6o
Work Polo	Armor	5DI9?!6m
Shitty Graphic Tee	Armor	51pJMa6o
Reebuc Pumps	Shoes	86JKg!9o
Tennis shoes	Shoes	8DFqg?9o
High heels	Shoes	810r7?6o
All Seeing Eye-Glasses	Accessory	7alqg!3f
Cute Bracelet	Accessory	7a4yP!6o
Cool Shades	Accessory	7gVBg!6w
Authentic Anime Shades	Accessory	7gdrg!6w
Locking Diving Goggles	Accessory	7taag!6w
Backpack	Accessory	76o2g0Io

Item	Kind	Code
Broken Glasses	Accessory	7E5rgU!k
Jester's Hat with Bells	Hat	6ak7h!6o
Hair Gel	Hat	6tKrjV3o
Headband	Hat	6t0ygH6o
Fedora	Hat	61HAg!6f
Sports cap	Hat	6g4i!!6c
Bowler hat	Hat	664Ig!7o
Cheese Hat	Hat	6EZ??mio

Weapons

Item	Kind	Code
Sledge Hammer	Hammer	9g3sw!6q
Old Knitting Needles	Needle	AW1rgE3o
Slightly Shitty Sword	Blade	BE5BgU1o
Reliable Old Rifle	Rifle	CEms?!6f
Crocker Brand Smart Spoon	Utensil	DEI1h!6E
Wise Wizard Doll	Puppet	FD1hg!6x
Roboticist's Wrench	Wrench	Z6bsP!6l
Adventure's Duel Pistols	Pistol	Gg8qh!6o

Item	Kind	Code
Shiny New Sickle	Sickle	J6506!7p
Juggling club	Club	Peksgm2o
Lawyer's Cane	Cane	MeHsh!7o
Computerized Throwing Star	Star	Iebj5G6o
Bull's Sleeping Lance	Lance	H6Msi!6o
Striking Whip	Cord	oaIugV2c
Cat's Claws	Claw	KW57gU6z
Iron Fire Dice	Dice	Ne!04G6o
Horseback Bow	Bow	Oa3Fg!2o
Fashionista's Bad day	Chainsaw	LE4ygFho
Sea Wizard's Wand	Wand	Qguqg!6n
Fishin Trident	Trident	vtoaj!6o
Rad YoYo	YoYo	fgVB7!6o
Markus Brand Pliers	Plier	b6aCgV1o
Fist Wraps	Fist	EW48gW0o
Magic Paint Brush	Brush	jWlq3l6o

Other

Item	Kind	Code
Phone	Artifact	0bbq1n6o
Popcorn	Artifact	0!4?0!9o
Lettuce	Artifact	0!q?g!6o

Item	Kind	Code
Candy Corn	Artifact	07Lvg!5o
Meat Stick	Artifact	0PY!gU6o
Signed Basketball	Artifact	0IJbg!6o
Titanium Cube	Artifact	0I3pg08o
Pet Spider	Creature	!mP!g!6o
Pet Goat	Creature	!bYEg!6o
Pet Frog	Creature	!I4Yg!6o
Pet Horse	Creature	!YN!g!6o
Pet Cat	Creature	!757g!6k
Pet Dog	Creature	!m362!6o
Pet Bird	Creature	!EvCg!6o
Pet Rock	Rock	tDps9X1n

==> APPENDIX E: ITEM TRAITS

PASSIVE	INTERACTION	STRIKE	
/	/	/	
ITMDI is 1 Size arger (Max D12) and s -1 whenever rolled	: Add +1 to your next VIM Die roll. EXHAUST	Add +1 to Damage Dice	-1 y
ITMDI is 1 Size	: If your next Strike	Add +1 to Strike Check	+1

PASSIVE	INTERACTION	STRIKE	
maller (Min D2) and s +1 whenever rolled	hits, Switch to and Aggrieve with any Lightweight Item in your Strife Specibus without spending STM		DI
en consumed inflict *[Bleed]*	: Target Character makes a AGI Save, on a failure, inflict *[Bleed]*. EXHAUST, STRESS	On Crit, inflict *[Bleed]*	da
en consumed inflict *[Daze]*	: Target Character makes a WIT Save, on a failure, inflict *[Daze]*. EXHAUST, STRESS	On Crit, inflict *[Daze]*	A T o S
When this ITMDI lls a 1, reroll it. u must keep the new result.	: Launch Target Item	On Crit, you may Launch this Item.	W
his Item cannot be Launched	: Target Character makes an AGI Save on a failure inflict *[Stuck]*. EXHAUST, STRESS	On Crit, inflict *[Stuck]*	W
en consumed by a aracter, that haracter gets CRG	: Target Character Consumes this Item.	On Crit, gain CRG equal to ITMDI . STRESS	<C

PASSIVE	INTERACTION	STRIKE	
equal to ITMDI			
en consumed by a aracter, that haracter gets GUT equal to ITMDI	: Target Character Consumes this Item.	On Crit, apply GUT to damage then half your current GUT rounding down instead of resetting to 0. STRESS	<M
en consumed by a aracter, that Character rolls a VIM + ITMDI as a ve and heals for the result.	: Target Character Consumes this Item.	On Crit, roll VIM + ITMDI as a Save and heal for the result. STRESS	
his ITMDI does not tress when Launched	: Active Item and Equipped Items of a Character you would be able to Target with an Interaction from this source can be the Target of this Interaction. >CAPTCHALOGUE Target Item. EXHAUST	Strike Checks made with this Item get +1	
This Item can have ftware installed on . The maximum amount f software is equal the Average of the Items Grist Die.	/: Use a software Interaction.	DMG dice roll the average of that die for non-critical hits	c

PASSIVE	INTERACTION	STRIKE	
is Item can store a mber of Items within it equal to X. Any Action that could arget this Item can rget any Item stored within it. This Inventory uses the rt rules of a Stack Modus.	: Store Target Item within this Item	If you would Strike using this Item and it has Items stored within it, you instead Strike using the first Item within it. That Item is Ejected.	W by
The Grist Type of ything this Item is alchemized with becomes Artifact. Every Action taken with this Item has tress. This Item is fucking useless.	: Watch an Advertisement, you get ITMDI Boondollars	On Crit, add +1 damage then the Item becomes Broken.	T p T
his Item has X GV, d any time it would Stressed it instead akes 1 DMG. If this em has less than 1 VIT, it is broken.	0: Target gets 1 VIT. STRESS	Whenever you roll a DMG die, this Item gets 1 VIT	A t
IDE - When you move rom a Room and can rget this Item, you an choose for it to move with you.	: Move to a Room you have access to even if you're in a Strife.	On Crit, move the Target to a Room you have access to	Yo

PASSIVE	INTERACTION	STRIKE	
en consumed, inflict *[Burn]*	💪💪: Target Character makes a ♠AGI Save, on a failure, inflict *[Burn]*. EXHAUST, STRESS	On Crit, inflict *[Burn]*	Wh t
en consumed, inflict *[Frostbite]*	💪💪: Target Character makes a ♠AGI Save, on a failure, inflict *[Frostbite]*. EXHAUST, STRESS	On Crit, inflict *[Frostbite]*	Ta a
ny Check made with his Item against a *alm]* Character has +1	💪💪: Target Character makes a CRM ◆ Save or inflict *[Calm]*. EXHAUST	On Crit, inflict *[Calm]*	Wh >
ny Check made with his Item against a Character inflicted ith *[Curse]* has +1	💪💪: Target Character makes a ◆CRM Save or inflict *[Curse]*. EXHAUST	On Crit, inflict *[Curse]*	Wh >
This Item's ITMDI ncreases by 1 size for every other CANINE> Trait on a orn Equipment to a x of d8. This Effect increases an derling's ITMDI by ne to a max of d8.	💪: FETCH - 1: Target Character >CAPTCHALOGUEs this Item	BITE - On a Hit, inflict *[Bleed]*	I yo t

PASSIVE	INTERACTION	STRIKE	
This Item's ITMDI increases by 1 size for every other <FELINE> Trait on a orn Equipment to a x of d8. This Effect increases an derling's ITMDI by ne to a max of d8.	: The result of your next Check is 9, exhaust	Add +2 to Strike Checks	
This Item does not al DMG when Launched	>SLEEP - ?: The CST of this Interaction is equal to your STM and can be 0. Fall Asleep. While asleep this way, add ITMDI to healing rolls from sleeping.	On Crit, Target falls asleep. Target then wakes back up at the start of their next turn.	Ac
G is not gained from olls with this Item nd it can't be used rolls made with it.	SERIOUS BUSINESS - : Until the end of your next turn, Character in this location can only use Strife Actions	On Hit, deal 1d4 DMG	
stead of the normal ules for PG, with this Item, any odd umber rolled gives e DM +1 PG and any even number rolled gives a Target	: Reset the Target's PG back to zero. STRESS	You may spend PG on DMG.	I ag t

PASSIVE	INTERACTION	STRIKE	
Player +1 PG			
his Item is fucking awesome. Multiple Instances of <RAD> stack up to 4 Instances.	: Add +1 to your next Check, or Save.	Add +1 to total Damage for each stack of <RAD>.	Da
f you would replace this ITMDI with TMP, instead of etting your TMP to the result of this ITMDI , set TMP to at it was previously -1.	: Increase TMP by 1, cannot exceed your WIT Die maximum.	On Hit, increase TMP by 1. Cannot exceed your WIT Die maximum	I 1,
When you roll this ITMDI, if your VIM s the same size or rger, add +1 to the result	: Add a VIM Die to your next Check. EXHAUST, STRESS	On Crit, roll VIM and add it to damage	
When you roll this ITMDI, if your CRM s the same size or rger, add +1 to the result	: Add a CRM Die to your next Check. EXHAUST, STRESS	On Crit, roll CRM and add it to damage	
When you roll this ITMDI, if your WIT s the same size or rger, add +1 to the	: Add a WIT Die to your next Check. EXHAUST, STRESS	On Crit, roll WIT and add it to damage	

PASSIVE	INTERACTION	STRIKE	
result			
When you roll this ITMDI, if your ♠AGI is the same size or larger, add +1 to the result	💪: Add an ♠AGI Die to your next Check. EXHAUST, STRESS	On Crit, roll ♠AGI and add it to damage	
Whenever you roll this ITMDI , you can spend CRG to reroll that die and take the new result.	💪💪: Target gains CRG equal to ITMDI	On Hit, you get Target's CRG, Target's CRG becomes 0	A
This ITMDI gets +1 if rolled alongside a ♣ IT Die or ♥VIM Die	💪💪💪: Target Dersite joins your party	Reroll 1s on DMG rolls	De
This ITMDI gets +1 if rolled alongside a CRM Die or ♠AGI Die	💪💪💪: Target Prospitian joins your party	Reroll 1s on Strike Checks	Pr
Any time a Ghost or Vampire interacts with Targets this Item, they take ITMDI DMG	💪: Target is healed for ITMDI. EXHAUST	Add +2 to Strike Checks	
Any time an Angel or Fairy interacts with Targets this Item, they take ITMDI damage	💪: You lose ITMDI of VIT, gain this lost VIT as GUT. EXHAUST	Whenever you roll a DMG die, you get 1 VIT. If Target has *[Bleed]*, you instead get 2 VIT	
This ITMDI is added to the healing rolls	COUNT SHEEP - 💪💪💪: Target Character	Strike Checks are Favorable against	

PASSIVE	INTERACTION	STRIKE	
om sleep of every Character in this location	makes a WIT Save or Falls Asleep. EXHAUST	Sleeping Targets	
IDE - When you move rom a Room and can rget this Item, you an choose for it to move with you.	HOW IRONIC THAT YOUR VERY DEMISE WOULD BE WITHIN THE PROXIMITY OF SOME HORSES - : When a Target Character dies this turn, they drop double Grist, and XP. It is a JUST death. EXHAUST	On Hit, you may move Target to a Room you have access to	
d 1d2 to Checks made using this Item	: Target Character makes a WIT Save or Inflict *[Blind]*. EXHAUST	On Crit, inflict *[Blind]*	W S co y
enever a Check made using this ITMDI uld result in 8, add ITMDI to the result	: Target Character makes an AGI Save or Inflict *[Paralyzed]*. EXHAUST	On a Crit, inflict *[Paralyzed]* and on hit inflict *[Toxic]*.	
hen this ITMDI is olled gain +1 GRIT	: Convert GRIT you have to GUT to a max of ITMDI, excess GRIT is lost	On Crit, gain additional GRIT equal to GUT	A tu
enever you roll the ximum result on this	: Add +2 to the next die you roll. EXHAUST	Add +2 to DMG dice	ro

PASSIVE	INTERACTION	STRIKE	
ITMDI when making a heck, add ITMDI to the result			
If you roll an odd umber on this die, roll it and keep the new result	: Target Character can >GLIDE until your next turn	On Hit, inflict *[CALM]*	
IDE - When you move rom a Room and can rget this Item, you an choose for it to move with you.	: You can >SOAR	On Hit, inflict *[Burn]*	A
NTRABAND - Dersites ill confiscate this Item when able	: The next time you would roll a 1 on a die until your next turn, reroll it	On Crit, perform the Action again ignoring EXHAUST. This new attack does not cause additional attacks if it Crits.	
en consumed, inflict *[Decay]*	: Target makes a VIM Save or inflict *[Decay]*	On Crit, inflict *[Decay]*	
ecks made using this Item ignore the Effects of *[Wet]*	: Target makes an AGI Save or inflict *[Wet]*	On Crit, inflict *[Wet]*	
IDE - When you move rom a Room and can	FLAP - : Fall damage taken until your next	Add +1 to Strike Check and +1 to DMG d	Yo

PASSIVE	INTERACTION	STRIKE	
rget this Item, you an choose for it to move with you.	turn is reduced to 0	dice	
If you are not in *[Grimdark Mode]*, interacting with, eing, or Targetting this Item deals 1 amage to you. This G can't be reduced.	8x: Inflict *[Grimdark Mode] upon yourself*	Add +3 to DMG dice	ot a
Any time an Effect rom this Item would e able to Target a Character, that haracter's Equipped nd Active Item are also valid Targets	6x: Remove Target Item from the game. EXHAUST	If DMG from this Weapon would kill a Target, it ignores any conditional or unconditional immortality Effects	Tr
This Item ignores STRESS	8x: Inflict *[Trickster Mode]* upon yourself	You just fucking hit	A
his ITMDI always rolls the average	: The next time you would make a roll, instead take the average of all dice that would have been rolled	Add +3 to Strike Check	
enever this Item is aunched, it instead teleports to an	: Teleport Target to any known Area.	On Crit, teleport Target to any Area you have previously been	

PASSIVE	INTERACTION	STRIKE	
adjacent Area.		to (including current Area).	
enever you roll this TMDI, you may reroll it and take either esult. You may take he lower result as your TMP.	: Reroll the last die you rolled this turn. The original roll you made becomes your TMP	On Hit, add TMP to damage.	Ac
e first Action taken th this Item cannot be Exhausted.	: Add an extra die of your highest Attribute to your next Check	Strike Checks with this Weapon always uses your highest Attribute	Yo in
his Item's Actions re always available to use when in a ylladex, even when inaccessible.	: Take the next Action you take twice. The second Action costs 0 STM.	You may use 2 Actions at a time. Use the STM cost of the more expensive Action.	
en consumed by a aracter, that Character's VIT comes equal to their Gel Viscosity.	: Target rolls a VIM Save + 1dX and heals for that result.	Instead of DMG, this Item adds GRIT	Ro tu
dd an additional MDI to all DMG rolls with this Item.	: Add +1 to all DMG rolls for one turn.	If you miss, your next Strike Check automatically hits. The Strike can still be rolled to Check for a crit.	Ro t in y

PASSIVE	INTERACTION	STRIKE	
henever this ITMDI is rolled and the esult is under the verage, reroll this ie and add the new sult. Do not do this for the new dice created by this Ability.	4: Make all of a Target's Check's Favorable for one turn. EXHAUST	DMG is rolled Favorably	
enever Strike Check s rolled with this em, misses turn into hits and hits turn into misses.	5x: Target gains or loses the *[Quantum State]* Status Effect. Target must be an ally or yourself.	Whenever a DMG die is rolled, if the result is lower than the average of that die, roll that die again and add the result.	E ag ar
hen this Item rolls ubles, roll twice as ny additional dice.	: Target Character can >FLY until the start of your next turn. EXHAUST	Target is Launched into the air, enough to take moderate fall damage.	Y ca
When a Chum in the me Area as you makes Check that has the same kind as this Item, they may use s ITMDI instead of their own.	TETHER - 5x: Choose two Targets in this Area. When one Target takes DMG, half goes to the other Target. CRM Recover 4.	Add +1 to DMG rolls for each Party Member in the Area.	Wh t
tions with this Item cost 1 less STM (minimum 1).	6x: Create something in this Room you can imagine. Characters	Add remaining STM to Strike Checks.	A

PASSIVE	INTERACTION	STRIKE	
	created in this way are inflicted with the *[Imaginary]*, while Items are broken and cannot be fixed.		
nce per round, when king an Action with is Item you may undo the Action after seeing the result.	5x: Choose the result of the next Check rolled. The result cannot exceed the maximum number the Check can possibly roll, and cannot be lower than 2.	Once per round, if your Strike Check misses a Target, the number you rolled becomes a penalty on the Target's next Strike Check.	yo ex C b

==> APPENDIX F: WEAPON ACTIONS

NAME	R	CST	DMG	ATTK	EFFECT
NO ACTION	C	/	/	/	/
ACCUSE	C	1	/	/	Do 1 DMG to the next attacker. EXH
ACCOST	C	1	/	/	Add 1dX to your next Defense Che EXHAUST
ACCRUE	C	2	/	/	Next turn, STM roll is FAV. EXHA
ACQUIRE	U	1	/	/	Unexhaust used Actions. EXHAUST
ACCOY	U	2	/	/	Next time you are hit, deal 1dX DMG

NAME	R	CST	DMG	ATTK	EFFECT
					attacker, exhaust.
ACQUIT	U	2	/	/	Add 1dX to all Defense Checks until turn. EXHAUST
ACCOUNT	U	2	/	/	Gain 1d4 STM. EXHAUST
ACCESSORIZE	R	3	/	/	Next Action hits. EXHAUST
ACTUALIZE	R	2	/	/	Until the start of your next turn, next time you are hit, deflec to a Target. EXHAUST
ACCUMULATE	R	2	/	/	Strike Checks against you are Unfavo until your next turn. EXHAUST
ACCELERATE	R	2	/	/	Actions cost 1 less STM this turn 1). EXHAUST
ACCLIMATE	M	4	/	/	Next Action Crits. EXHAUST
ACERBATE	M	2	/	/	Remove all Status Effects.
ACCLAIM	M	2	/	/	Add 2dX to all Defense Checks until next turn. EXHAUST
ACHIEVE	M	0	/	/	Lose half of your VIT, roll ST EXHAUST
ARRIVE	C	2	/	/	Next Action costs half STM rounded EXHAUST
ARGUFY	C	2	/	S	On Hit, Inflict *[Frostbite]*. EXHA
ARSONATE	C	2	/	S	On Hit, Inflict *[Burn]*. EXHAUST

NAME	R	CST	DMG	ATTK	EFFECT
RTILLERATE	C	1	1dX	C	EXHAUST
ARRANGE	U	2	/	/	Use Random Action, EXHAUST Action if Action has EXHAUST.
ARREST	U	2	/	S	On Hit, Target gets -2 to next Str Check. EXHAUST
AROMATIZE	U	2	/	S	On Hit, Target gets -2 to all dice their next DMG roll. EXHAUST
ARBITRATE	U	2	1dX	S	On Hit, Add 1d4 DMG. EXHAUST
ARCHIVE	R	4	2	C	Use Action until it misses (Only pay for first use). EXHAUST
ARROGATE	R	3	1dX	S	On Hit, Target gets -2 to all Str Checks on their next turn. EXHAU
ARBORIZE	R	3	1dX	S	On Hit, Target gets -2 to all DMG ro their next turn. EXHAUST
RMAMENTIFY	R	3	2dX	C	Add 1d4 DMG. EXHAUST
RITHMETIZE	M	5	1d4	C	Use Action until it misses (Only pay for first use)
RTICULATE	M	3	1dX	S	On hit, Target gets -3 to all Str Checks on their next turn. EXHAU
ARISE	M	4	2dX	S	On hit, Target gets -3 to all DMG ro their next turn. EXHAUST

NAME	R	CST	DMG	ATTK	EFFECT
ARSENALIZE	M	3	2dX	C	On Hit, inflict Target with *[Bur*
ASSAIL	C	3	1dX	C	Make this attack twice against Ran Targets.
ASTONISH	C	2	1dX	C	Favorable. EXHAUST
ASTRICT	C	2	/	S	On Hit, inflict Target with *[Daze* EXHAUST
ASS	C	1	1dX	C	-2 on DMG roll. EXHAUST
ASSERT	U	3	1dX	C	Make this attack 1d4 times against R Targets. EXHAUST
ASTOUND	U	3	2dX	C	Double DMG on Crit
ASPHYXIATE	U	2	1dX	S	On Hit, inflict Target with *[Paraly* EXHAUST
ASTUN	U	1	2dX	C	Unfavorable. EXHAUST
ASSAULT	R	3	/	/	Deal 1dX DMG to all non-allies. EXH
ASTRINGE	R	4	3dX	C	Change the rolled number of all St Check's dice, as long as the final r adds up to the original total. EXH
ASSECURE	R	2	2dX	S	On Hit, Target takes DMG, and you equal to half the DMG dealt. EXHA
ASSESS	R	3	2dX	C	If attack hits, refund STM. EXHA
ASSUBJUGATE	M	4	2dX	S	Make this attack against all non-al STRESS

NAME	R	CST	DMG	ATTK	EFFECT
ASSURE	M	6	4dX	C	On Hit, Crit. EXHAUST
ASSASSINATE	M	*	YdX	C	You can spend as much STM on this A as you want, Y = the amount of STM spend. EXHAUST
ASSEVERATE	M	0	1dX	C	EXHAUST
ABASH	C	3	2dX	S	On hit, STRESS. EXHAUST
ABSIST	C	3	1dX	C	Add remaining STM to Strike Check paying this Action's cost). EXHAU
ABSTAIN	C	4	/	/	Heal 1dX. EXHAUST
ABJUDGE	C	3	YdX	C	Y = Chums in the Room. EXHAUST
ABERRATE	U	2	2dX	C	Add any PG spent on this Strike Che DMG roll as well. EXHAUST
ABDUCT	U	3	/	S	On hit Target is inflicted with *[Daz* your PG pool fills to full.
ABJURE	U	4	/	/	Heal YdX at the start of your next t = Amount of times Strike Checks mi against you. EXHAUST
ABOLISH	U	2	YdX	C	Chums add any PG you spend on th Strike Check to any Strike Check the until your next turn, Y = Chums in Room. EXHAUST
ABSORB	R	5	/	/	Add the amount of DMG dice rolled ag you (from now until next turn) to f Strike Check next turn. EXHAUST

NAME	R	CST	DMG	ATTK	EFFECT
ABBREVIATE	R	3	1dX	C	Add 1dX to Strike Check. EXHAUS
ABATE	R	3	/	/	Target heals 1dX VIT. EXHAUST
ABORT	R	4	2dX	S	Move an ally to an adjacent Room, if
ABUSE	M	1	1dX	C	/
ABIDE	M	3	2dX	C	Add remaining AP to Strike Chec
ABHOR	M	5	2dX	C	Heal DMG dealt. EXHAUST
ABIRRITATE	M	4	4dX	C	All Chums(including you) add +2 to a dice until next turn. EXHAUST

==> APPENDIX G: GLOSSARY

>Ability: A power or insight you have access to.

>Accessory: An Equipable Item that adds flair to your outfit such as glasses or rings. Gives a bonus to Diplomacy.

>Action: Something you can do during a turn, usually costing STM.

>Active Item: The Item in your Sylladex you have access to and can use in the current moment.

>Active Weapon : The Item in your Strife Specibus that you have access to and can use in the current moment.

>Agility, AGI, : A measure of Reflex, Speed, and Initiative

>Ally, Chum: Someone who you like or at least tolerate and are aware of the presence of.

>Area: A collection of Rooms, IE: a village or large building.

>Armor: An Equipable Item that makes up the main portion of your outfit such as a shirt and pants, or a set of wizard robes. Gives a bonus to Defense and Athletics .

>Aspect: A fundamental building block of the Universe, there are 12: BLOOD, BREATH, DOOM, HEART, HOPE, LIFE, LIGHT, MIND, RAGE, SPACE, TIME, and VOID.

>Aspect Points, AP, : A resource that measures how much of your Classpect powers you can use in a turn.

>BARD: One who allows the destruction of or is destroyed by their Aspect.

>BLOOD: The Aspect of bonds, relationships, blood, chains, and obligation.

>Boondollars, BOD, : The ultimate game's money system, consorts, Dersites, and Prospitans use it as currency.

>BREATH: The Aspect of freedom, wind, detachment, and confidence.

>Broken: An Item that is no longer useable, but can still be Launched and the Captchalogue Code still viewed

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>Captchalogue Card: A small plastic Card about the size of a playing Card. The front features a small white space where a picture of the Item stored within goes, and the back has a difficult to read Captchalogue Code. Using a Sylladex they can have Items placed in the meta space within.

>Captchalogue Code: A strange set of symbols, numbers and letters on the back of a Captchalogue Card meant to organize and differentiate what is inside the Card.

>Charge, CRG, : A resource that measures the bonus you get to STM due to inspiration or caffeine.

>Charm, CRM, : A measure of Charisma, Mystique, and Empathy.

>Check, C: A dice roll made offensively usually using two dice.

>Class: The way you view and interact with your Aspect. There are 12 fundamental classes: BARD, HAIR, KNIGHT, MAID, MAGE, PAGE, PRINCE, ROUGE, SEER, SYLPH, THIEF, and WITCH.

>Classpect: A combination of Class and Aspect.

>Consume: A modifier on an Action that makes it so the Item is used up at the end of the Action.

>Character: A Target that is living.

>Death: Currently not living.

>Detected: Seen and unable to gain the **Hidden** Status.

>DOOM: The Aspect of death, judgment, rules, and weakness.

>Doubles, Rolling Doubles: When two or more dice in a Check either naturally rolled or were changed to have rolled the same result. The dice are then rerolled and the two results stack.

>Echeladder: A table of rewards gained as you hit important benchmarks and goals.

>Equip: The Ability to take an Item and utilize it on your person, as clothing, a tool, or a Weapon.

>Equipped: A worn Item that is currently in use. There are 4 types of these: Accessory, Armor, Hat,

and Shoes.

>Exhaust: A modifier on an Action that allows you to only perform that Action once per turn.

>Experience Points, XP: A measure of the knowledge and skill you have gained since playing the ultimate game.

>Favorable, Fav: A condition that causes a Save or Check to be rolled first and the highest option taken. Done before doubles take Effect.

>Fetch Modus, Fetch Modi: A cartridge that is plugged into a Sylledex in order to program the Sylledex's organizational framework.

>Flight: A collection of abilities, such as Hover, Glide, Fly, and Soar

>Fly: The Ability to move freely through the air.

>Follower: A Chum that is following you around.

>Gel Viscosity, GV: A resource that tracks your total health.

>God Tier: A powerful late game upgrade to the player character by sacrificing their mortality and becoming godlike.

>Gumption, GUT, : A resource that tracks your bonus damage caused by meat and confidence.

>Grit, : A resource that acts as a temporary VIT protecting you from damage.

>Grist: A resource that is collected from dead underlings and used to create and build in the ultimate game.

>Glide: The Ability to fall slowly.

>HEIR: One who becomes or inherits their Aspect.

>Hat: An Equipable Item worn on the head giving a bonus to diplomacy .

>Hat Level, : The level of an Item, calculated by the rarity of its Grist type, Trait's rarities, and Action's rarities.

>HEART: The Aspect of motivation, soul, heart, and identity.

>Hidden: A Status in which you can't be seen, gaining favorably Strike Checks.

>HOPE: The Aspect of belief, positive emotion, wonder, and religion.

>Hover: A flight Ability in which you stay about a 1ft off the ground.

>Item: Something found in the world that you can hold and Captchalogue.

>Item Die, ITMDI, : The die size (IE: d2,d4,d6)

assigned by an Item after accounting for Traits.
>Item Kind: What category of Item or Weapon that a Item is assigned by a Strife Specibus and Sylledex.
>Interaction: An Action granted by a Trait or special Aspect of the Item. Interactions can be used on anything one can easily touch, such as the Equipped gear, Active Weapons , Active Items , or things in the environment.

>KNIGHT: One who exploits their Aspect.

>Launch, Lunched: The state in which an Item is moving due to being thrown or forced out of a Sylledex.
>LIFE: The Aspect of life, healing, growth, and power.
>LIGHT: The Aspect of truth, light, luck, and discovery.

>MAID: One who creates or makes their Aspect.
>MAGE: One who learns or finds their Aspect.
>MIND: The Aspect of knowledge, mental thought, and decisions.

>PAGE: One who is exploited through their Aspect or passively exploits their Aspect.

>Party Member: A chum or ally that is in the Area with you.

>Prankster's Gambit, PG, : A resource that tracks your current silliness, your place on the scale of down to clown, the confidence of your jokes, and your state of narrative control. It can be spent before rolling a Check and added to your final result.

>PRINCE: One who destroys or destroys with their Aspect.

>RAGE: The Aspect of Madness, Negative Emotion, and Challenge.

>Room: The smallest measure of space in Tablestuck, IE: a kitchen or closet.

>ROGUE: One who takes or steals their Aspect for others.

>Round: A 6 second time frame in which combat happens.

>Save, X Save, S: A dice roll made defensively usually using one dice.

>Sburb, Sgrub, Sbub: The ultimate game, the reproductive system of the Universe, the big one, the whammy, the herald of end times.

>Section: A collection of Areas, IE: a state or county.

>SEER: One who knows or teaches their Aspect.

>Shoes: An Equipable Item that makes up the bottom most section of your outfit, IE: sandals or boots. Gives a bonus to Acrobatics .

>Sleep: A state of unconsciousness where one can heal.

>SPACE: The Aspect of the physical world, creation, and science.

>Stamina, STM, : A resource that measures how many Actions you can take in a turn.

>Stress: A modifier on an Action that can cause the Item to break after the Action is performed. Roll the ITMDI if it is a 1 the Item becomes broken.

>Strike: A type of Check made as part of an attack.

>Strife Action: An Action taken in Strife, to harm or hamper another Character, or aid an ally.

>Strife Specibus: A small add-on to the Sylledex ment specifically for storing and retrieving a type of Weapon.

>Strife, STRIFE, >STRIFE!: A period of rounds of combat in which mutual enemies attack each other during turns.

>Sylladex: A small plastic Item about the size of a

wallet that can contain a deck of Captchalogue Cards and is organized by a Fetch Modus.

>SYLPH: One who heals with or heals their Aspect.

>Target: Something or Someone in the same Room as you that you can detect.

>Tempo, TMP, : A resource that measures one's preparedness and Ability to change up the "beat" of the scene on the fly.

>TIME: The Aspect of time, history, destruction, and music.

>THIEF: One who steals or takes their Aspect for themselves.

>Trait: A modifier that an Item or Object has granting it special rules.

>Turn: Your time to shine during a round.

>Unfavorable, UnFav: A condition that causes a Save or Check to be rolled first and the lowest option taken. Done before doubles take Effect.

>Vim, VIM, : A measure of Strength, Fortitude, and Resilience.

>Vitality, VIT, HP : A resource that measures your current health compared to your GV.

>VOID: The Aspect of darkness, lies, nothingness, and emptiness.

>Weapon, WPN: An Item that can be Equipped to your Strife Specibus and used in a fight as your Active Weapon 🃏.

>Weapon Action: A Strife Action available to you because it is on your Active Weapon 🃏.

>WITCH: One who can change or is changed by their Aspect.

>Wits, WIT, ⚜: A measure of Intelligence, Wisdom, and Hand Eye Coordination.

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